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- - -

I always hate when the ghosts have levitate and they're literally levitating off the ground like this pokemon is a ghost type and it's

Levitating above the ground. It's like, oh, okay, then I think I

Think this won't affect it then and then it does. Yeah

Because that's not the first time that's happened to I've done that I would I would make the same assumption so you don't

I wouldn't even have thought that that was an ability. So

Hold on I gotta bury you bury me. Yeah. Why are you burying me?

I'm getting better. I

Don't like that that I will say the one thing I don't like in particular

Is that when you go to your Pokemon that you have on your bench?

it tells you straight up what all their moves would do against the one that's out currently.

That is ultra baby mode. -No, I love it.

-That is ultra baby mode. -I'm getting better at remembering it though.

I- in this game, the longer I played it, the better I was getting at remembering what each one did.

So I'm- I would assume over the cor- as we play these, I'm just gonna start retaining this knowledge

more and more so I'm excited about it. What is steel type strong and weak

against? That's... you have to give me a minute. Clearly it's strong against

your ghosty boy or fairy. Fairy was what your goblin was. So that's something.

When would I fight with steel? I don't know. I'm getting better. I didn't say I was good

at it. So. Rock or something? I feel like Rock is involved in there somewhere.

Steel is strong against Rock. Okay. See? Like it was in my brain.

Um, okay. What about Scarlet and Violet? I was just curious what you thought of the Pokemon Presents. Not direct, but basically they've shown us the game. Like we're getting the legendary pretty early it seems like. The legendary is a motorcycle, an airplane, and... a boat? I still don't know what to think about it. Everyone, open world, any order, play with your friends. Yeah I'm still not sure about all that. I think it could either be really cool or it could be like an absolute disaster to be honest.

Why is that? Because they're doing like first time things for all this stuff.

Some of this- I think one of Pokemon's great strengths is that it is pretty formulaic and I don't have any problem with that. For them to go full open world, do anything in any order, give you the legendary early, like all this stuff I'm I'm like, I don't know.

- Okay, so some of this is from Arceus.

- Yeah, I do know that.

Like, Arceus is open world as well, obviously.

- In the whole flying boat motorcycle thing, that's three different Pokemon in Arceus.

They've just fused it into one new one.

- Well, that looked too much like

Breath of the Wild to me.

- That, I mean, those are function for function, the same thing in Arceus.

There's a bird, a deer, and like a big dragon fish.

I've seen that. Yeah. I just don't know if I want that. Like if, if Arceus or Arceus, whatever is the new direction they want to take for the mainline games, then why isn't Arceus a mainline game? Cause when that came in, everybody's like, Oh, is this a mainline game? They're like, no, it's not. This is its own spinoff thing. And then you see Scarlet

and Violet. It's like, well, what is this? It's just more of that. Yeah. I'm, I'm interested to see what like how the plot moves forward. I think it looks good I should say. Like I'm not like down on it I'm more just. What about. I'm holding reservation until I actually play the game. So yeah. What about the Terra Diamond thing. Oh that looks horrible. I saw some people. That I think does look terrible. I saw some people competitively saying it looks better than Dynamaxing because the type of the Pokemon changes so you have to...

Oh I need to go get my phone. I'm an idiot I have my notes on my phone.

You can't pull your notes up on your computer? No. Log into iCloud.com and go your notes there? I don't have it linked via iCloud I have it linked via my gmail I

think. And I don't even know if it's linked right now. Okay well to be honest.

Get your phone and bring a cable in with you. Dynamaxing at least looks sort of cool. The jewel thing looks idiotic. Visually or mechanically? Visually I don't care for it. Like giving Pikachu or Bling hats? I don't know how it's going to work out mechanically honestly. Mechanically it seems kind of interesting that you could be switching type mid-battle.

That could add strategy. See I hate that. I hate that. I don't like that. See I'm, maybe we'll talk about it in this episode a little bit, but I'm against all these different forms and type swaps like this is a it's a ponytah except it's now it's psychic and fairy instead of fire it's like i don't like that it's a meowth but it's steel now like i i've never been a fan of that trend over the past couple years and i think it i don't know they've been doing that they've been leaning too heavily into that like i'm a person who likes black and white a lot because black and white they were just straight up like here's like 115 totally new Pokemon that we just created from scratch.

And this is the entire Pokedex in the game.

There's literally nothing from past gens go. And.

That was it, and it was just totally new Pokemon front to back.

Other games that they've been doing, like we talked about how the Pokedex is kind of weak in this game in certain regards.

Yeah, we would that way.

They fill those gaps as they introduce new typings of old Pokemon.

They're like, but it's new.

It's like, well, no, it's not.

I really don't want a Meowth. I've had a Meowth before and I want another one that's just a different type and looks different and has a beard or whatever.

Yeah, I just, I guess I'm not as entrenched in all of it so I'm just, I don't really care either way. I'll tell you what man, that just leaves more on the table to remember though.

if Pikachu turns suddenly into a flying Pokemon,

then I've gotta remember that Pikachu may switch, you know?

- Well, it's gonna tell you that.

Like, that's clearly how they're doing things now.

- You think it would tell you that this may turn into that?

- I mean, if it just told, oh, if it may,

I mean, I don't think it needs to warn you

that it could turn into something.

It'll tell you once it does. - That's what I'm,

it will once it does, but, you know,

Now you've got to theoretically operate under all of remembering all that.

And I'm not very good at that. So, anyway, I'm, you know, I'm jazzed too eventually.

You're getting Scarlet, right? You like the motorcycle Pokemon more?

Yeah, I think so.

I will be playing Violet.

I mean, you're gonna get them both.

Yeah, my plan is to play Violet though, so.

I don't know why everybody likes Violet more.

I like purple more.

It's funky.

Gotta go with red.

Boo.

It'll be good to...

to get that...

later this year.

Well it's only a few months away, really.

When you think about it.

So...

I'm glad that I'll probably have God of War done by the time that game comes out.

'Cause I think that's like, the week after.

It is. Errr...

Like a week and a half. I think it's the 18th and God of War is the 9th.

So...

It's like a week and some change.

Not that we need to start playing it right away.

But...

Right, but...

It'll be.

you'll have a clear plate and I'll be

God of War slash babysitting, so.

Hello everybody and welcome to Chapter Select,

a seasonal podcast where we bounce back and forth

between a series exploring their evolution,

design, and legacy.

This is our Pokemon season

and I am one of your hosts, Max Roberts,

and I am joined as always by Logan Moore.

Hi Logan.

- Max, Team Yell is just a bunch of simps.

That's all they are.

- They absolutely are.

- They, oh man.

- We've gone from Team Rocket, which is crime organization,  
to Team Yell, which is professional simps.

(laughing)

- That or annoying soccer fans, for sure.

- It's a mix of both, they got the vuvuzuela things on there.

- Oh my gosh, they are truly annoying,  
and honestly, major downside to this game,  
but we'll dig into that a little bit later.

We are talking about Pokemon Sword and Pokemon Shield

in this episode the first major Pokemon mainline game on the Nintendo Switch. There was  
Let's

Go Pikachu and Eevee but those weren't mainline remakes of the first gen so we are here with  
gen 8 and playing on the Nintendo Switch the first home console big TV Pokemon RPG. Step  
aside Gale of Darkness, Colosseum, Sword and Shield is here. I mean Game Freak didn't make  
those games. This is the first... They did not? Home... I don't think so. This is the  
first home console Game Freak game I believe. Now I have to truly look this up. This was...  
That's not the Wikipedia I want, that's a Bulbapedia page. Come on Wikipedia. While  
you looked that stuff up I'm pretty sure I'm right. Let's just dive right into it and get  
the broad details of Sword and Shield out of the way. Pokemon Sword and Shield to help  
by Game Freak, as I just mentioned. Released on Nintendo Switch, came out in November.  
On November 15th, 2019, it had two expansions that released the following year. The first  
one was the Isle of Armor, which launched in June of 2020. And then we had the Crown

Tundra, which launched in October 2020. The game's director was Shigeru Omori. The producers

were Junichi Masuda, Hitoshi Yamagami and Takanori Sowa. And the music was done by Minako

Adachi and Go! Ichinose. The game's Metacritic average was an 80 out of 100 for critics.

And I don't know if we need to mention user scores because this game's been one of those games that's been blasted by fans. It's got a 4.6 user score, but it's also been prone to mass review bombings and things like that.

So it's really not reflective of what,

I think a lot, I mean, people are divisive on this one,

but it's also, they're trying to intentionally drag the score down.

So, Metacritic user score doesn't matter much with this one.

What did you find with your research?

- We never talked about it.

Both games were developed by someone else, a genius sonority.

And they made those two games, they made Trozei, Battle Revolution, and then they made Pokemon Shuffle and Cafe Mix.

Those are the only Pokemon games they've made.

So yeah, not Game Freak at all.

Blowing my mind.

- Yeah, Game Freaks only really developed the handheld games, which I think is why everybody was very partially mad about this game because it has some problems as a home console video game when it's not the best.

We'll just say in some aspects,

which we'll touch on and dig into more here in a second.

before we do start talking too much about the game though. What's our own histories with it, which I'm sure there are not extensive ones. This game is not even three years old, so there's really not a lot we can touch on here.

But our histories are actually fairly similar for this game. I obviously had never played it again. My history with Pokemon has been established. I've really only played blue and diamond up until this season so I didn't touch it you know saw it came out

it was like Pokemon on switch logical logical next step always passed it by I

did find it interesting that this was the first Pokemon game to not do a

second version you know a year or so later and instead opt for DLC so instead

of a crystal or a platinum or even a black and white 2 type sequel thing

Ultra, whatever DLC. So I did find that interesting strategy for the company but beyond that didn't

even touch it, look at it, think about it more than whenever Nintendo talked about it.

Yeah I mean my real my only real exposure to this game outside of I mean yeah it came out a couple years ago I picked it up at launch but I didn't play it until now so I've just been sitting on this and it's been in my backlog for two and a half years. The only other thing

I really remember with it is playing this game at Nintendo's e3 booth in 2019. So that

was I got a look at it behind closed doors early and I think the demo they had us play

was actually the second gym. They just let us run through that gym and fight. I think

her name's Vanessa. Yeah. Yeah. And so I wasn't the one playing that. Shout out to Tomas Franzese

who I think is going to join us on this season on an episode in the future. Yeah, he ran

through that and he played that so I got to check that out and see some of the new features

and things like that early but otherwise I'd never played the game for myself until now

and again I've been meaning to for a bit but I guess my real history with this and the

thing that I can throw out there is that I've kind of become a lapsed Pokemon fan like I



went from playing every single one of them to I didn't play Sun and Moon I didn't play this at the time we're recording this I still have not played Pokemon Legends Arceus so I have this is the first newer Pokemon game that I have played in probably the last five years or so I skipped out on the Hoenn remakes as well I never played those the last thing I played I think was X and Y so from X and Y until this this is the first time I've really gotten back into Pokemon since that time, since X and Y came out on 3DS. So yeah. On that note of this being my first game back to Pokemon though, I have to say I really enjoyed this game overall. And I'm not sure if the same is said for you because we've talked about this, I mean very broadly with one another before doing this podcast and I think I mentioned something to the effect of I'm really enjoying this and you really didn't respond and say anything so I have a feeling that you did not care for this game as much as I did. I don't think this is the best Pokemon by any means but I have to say that I really enjoyed it a lot more than I thought I would once I really got into the weeds of it and was playing around with some of the new Pokemon and stuff like that. It took me a while to land on the team that I wanted and the Pokemon that I used and maybe we can talk about that a little bit later. But I do think I enjoyed this game quite a bit, especially more than I was expecting. So what about yourself?

I was not a huge... This game annoyed me. Some design decisions annoyed me. It feels shallow. The depth that I am familiar with from the original gen and Diamond and Pearl stripped out of this a lot of that falls onto Team Yell and the villain type angle of this game yeah it's really all Jim Jim Jim Jim Jim and then the post game and I'll tell you why in a second and then the post game is Jim Jim Jim Jim Jim that I don't like so I'm at the time we're recording this you've done more the post game than I have I'm still dealing with Swordbird and Shieldbert. I think their names are. So I'm dealing with them and cleaning up that mess. So I've not done the entirety of the postgame but I've gotten to the point where I cleaned up the first gems and then I fought them again and then it was like "Oh no, now there are more gems under turmoil." And I'm like "Okay, I don't want to do this

right now." So it feels just... while it is laser focused in what it wants to deliver, feels sparse in previous, at least the offering I'm familiar with. And so I just found that weak. A lot of that was Team Yell, I think, in particular. And just the whole villain side of this game, while Chairman Rose is obviously up to something, that's not really fully revealed and explored until the very end of the game.

And even then it's not done well. Like you still don't really have a good idea of why is he doing this.

- Yeah, and they rip Bed out of--

- I'm pretty sure it's BD.

- Okay, well, he's plucked out of the story mid-game and then Swordbert and Shield, or Shieldbert and Swordard show up post-game.

I feel like if they were introduced earlier and they were kind of this threat throughout, maybe that would have been a bit more interesting.

And then the whole wild area bit feels unnecessary.

I don't know about you, I didn't engage with any of it.

I mean, I ran around a little bit, but not, like it wasn't something that I did a lot.

And I know that was one of the big selling points of the game prior to release.

It's like, oh, we have a sprawling area where there's all kinds of Pokemon.

I do think that's cool in a general sense.

I think that it's novel that you have this expansive area where there's all kinds of Pokemon.

And if you are just, think about it from this perspective,

if you are really trying to complete the Pokedex  
and you are trying to catch, gotta catch 'em all,  
then it's cool that you have this expansive area  
where you can just roam, go up and down the map  
and catch all these different Pokemon  
and slowly build up your Pokedex and things like that.

I think that's cool.

I like that in a broad sense.

- You can, so I have played Arceus  
and this is obviously where that game,  
like this idea was tested out  
and what works, what doesn't.

And then Arceus is a way better execution of this concept.

That's what I've heard. So for me it's a regression. I was like, this is not the same thing. Those little hotspots for Dynamax Pokemon. Clearly that was meant to be like team up with your friends. I didn't engage with that at all. There's all this currency, there's battle points, there's the, the lots and then real money. It just feels at the time we're recording this to like scarlet and violet's going full co-op multiplayer. So it's clear that they were trying some things out with like the Dynamax to like what are more ways we can get you to incorporate your friends or do things with friends and it's centered around these raid battles which I don't think are yeah they're not great by any means. So I don't think the wild area is anything phenomenal and it's nothing I spent a lot of time with again but I didn't think it was horrible. I didn't think it was like egregious. It was like okay I see what they're doing here and I see what they're trying to build. I think my larger issue and this is something that we can get into, maybe not a lot, but the game has some very massive technical shortcomings and I don't know if that's, I don't think it's because of the Switch. I just think it's because it's a game for, I don't know, maybe

it is because of the Switch, but there are some insane pop in and draw distance problems in this game and I think that hurts even that I think it hurts way more in the wild area because you're trying to, you know, run around this this expansive part of the game and see what's out in the distance. And you don't you can't really see what is around that you can explore and look at because the pop in is so abysmal like the draw distances are horrible in this game. So you really don't know what's around each corner until you are right up there and it's in front of your face. And that's a problem. It's a major problem. I will say like me noticing it eventually goes away. Just I guess you're just getting used to it. Yeah, it's nothing that impacted my enjoyment of the game, but it was one of those things that consistently the whole time I was playing like even late game I was like, Oh wow, this is really bad. Like even in some of the cities you'll go to you will get. You will have to get very close until other characters pop in and you can see them like it's it's very noticeable and it's. Yeah, I don't know if that's something that will be improved. I'm hoping that'll be improved very much so with Scarlet and Violet because that's a full open world Pokemon game. So if they have just as much character pop in problems and stuff like that then that's going to be troublesome with that video game. I think the more offensive technical issue is the frame rate. That I noticed a lot and did tamper on my throat. Did you play on your TV? of my TV 95% of the time.

- Total inverse, I did not play in not handheld mode.

Total handheld game for me.

- Interesting. - Every respect, so.

- Okay, well I was on the TV 100% of the time and it's choppy, man.

It gets really sluggish, it battles, running around.

I was not surprised, but it was slow.

it had some slow down. - I could see it.

I could see it, yeah.

- So. - Yeah, I played solely

on handheld and I didn't really notice frame drops too much.

There was a couple times during battles and things like that but it was stable for the most part.

It was the main technical problems were the things we've already mentioned.

- To go back to the wild area really quick.

- Yeah. - I think this might help

transition a little bit but the other problem I had with it

is design-wise, the game only forces you to go through it

twice. I thought it would be more integral as in almost the wild area is the central

hub and then maybe every town or gym is sprawled off of it and so every time you were going there instead of traditional routes per se you're going through this wild area exploring

new parts being strong enough to go through. And there's one area of it you specifically can't get to early like if they would have had more branching paths unlock. Yeah I just

- It felt disconnected from everything else

because once you get to the main first city,

the three gyms are beyond that.

And on main routes that you just go through caves and things like that.

And then when you move to the,

you gotta loop around back through the wild areas.

So it feels like we didn't have to engage with it and therefore I didn't engage with it because--

- But if you don't like it

and you're not being forced to engage with it,

I mean that's a roundabout,  
is a good thing, it's a positive thing.

Sure, it didn't make my enjoyment of the game worse, but if it was so, because that was a part I remember being promoted so heavily and obviously new innovation for the series, and to see it not used so much, it feels a little...

Yeah what were the big, so the big new features of this game, maybe if we want to talk about the other big thing, would be the dynamaxing and the gigantamaxing and whatever, however you say it.

Yes.

That's the other big new aspect of Sword and Shield.

Do you have any strong feelings about that whole system?

- I didn't really engage with it.

The only time I engaged with it would be in the gym battles  
when every last Pokemon--

- Well, that's the only time you really can use it.

- Well-- - The gym battles.

- Yeah, but they would, their last Pokemon,

they would always Dinah or Gigantamax,

and then I would just do it simply

have enough power to counter. Sometimes I didn't even bother with it but it was not something I saw

as a strategic play. I didn't really want to use it or feel like I needed to use it. So it was just

there. It made them big and changed your moves. I wasn't a huge fan of Turning Huge. Yeah, it's not

something, again, similar to The Wild, how I felt about The Wild Area. It wasn't anything egregious

but it was nothing that I really loved. The process of getting Dynamaxed and getting your

Pokemon big was just too long. Like the animation was too long to the point that I didn't want to

do it sometimes because I knew that, oh, I can just kill this thing if I just stay in my normal size and I just use an attack here and I'll be able to take this down without having to go through the whole 15 to 20 second animation of dynamaxing. So I would opt not to do that just because I'm

lazy and I want to save time. I think there are different we you and I played a fight before doing this and I think competitively I think there are some interesting ways that you can use dynamaxing

especially if you do double battles or something like that online. I think there are some interesting strategies that you could implement and I think competitive wise there is a little bit more depth to it. As far as the base game itself goes, not a lot to really convince me that this was a great addition to the game by any means and it's something that again Scarlet and Violet

is coming out in the future, in the coming months at the time we're recording this. And it's not bringing it back, they're introducing a new form change system instead, but it's not anything that

I am wanting to see implemented in all Pokemon games moving forward and I'm glad it won't be

coming back because I just would like to see them do something else or I don't know. It's not great enough to where it needs to be in every Pokemon game moving forward I guess is what I'm saying. Yeah. What was it in Sapphire and Ruby that they did? Omega something? Or

what was it in X and Y? But what was it in X and Y? They had a thing in there too. I remember I guess we will find out when we play them but they there is something there is yeah there's some sort of move gimmick in each of these games at least from the 3ds onward and maybe even in the ds ones that I didn't play and and that's been one of my big problems with Pokemon in general and I think that's why I fell off for a while is that they've become really obsessed with form alterations whether that be Dynamaxine or whether that be here's the Alolan version of this Pokemon or here's the Galarian version of Meowth, it's a Steel-type and it's got a beard and it looks different, it has different evolutions like they've been really obsessed with form changes for a while now and that's

not anything that I have really loved and I know they've been adding new aspects to Pokemon games for a long time whether that be I don't know eggs and things like that I don't know, they've been slowly building this out for quite a long time with how they introduce new Pokemon and how you can get Pokemon and things of that nature. But I really am a traditionalist in the sense that I just like them to introduce new Pokemon. I like them to evolve into different Pokemon from there and then that's about it. I don't love the trend of "Oh, I have a Meowth, well what type of Meowth and what's it going to evolve into it. It can either evolve into a Perrserker or it can evolve into a Persian depending on which version you have. This version of Diglett has hair and this version of Diglett doesn't have hair.

Okay. Some of the designs I like, just visually, they're cute or funny. The coughing with top hats, very good.

Yes.

But

Yes. It looks funny but it's just strange.

So the other part of this, as someone whose knowledge of Pokemon really is Gen 1 and 4, I at least appreciate that I can identify most Pokemon, or a handful of them. That just helps me ease me into learning this new stuff.

If you want to introduce a Pokemon that has a large mustache and like, smokestack looking hats, I guess I just don't understand why you wouldn't create a whole new Pokemon centered around that idea rather than repurposing a Weezing is what I'm saying. If you want to create a cat that is a steel type, why are we repurposing Meowth rather than just creating a new Pokemon altogether? That's my logic behind it. And I get it, like you said, it's because familiarity for people like you, the original 151 is ingrained in people's brains above all else. Even if you're somebody who's gotten into Pokemon late, like when Pokemon Go was a huge thing and that blew up, like, this is the only the original 151 because Those are the ones that people know the most.



And so I think they do want to keep leaning back on those old ones because there is nostalgia and familiarity.

And I think it's easier to rope people in, be like, look, we're doing things with the Pokemon, you know, the most.

But as somebody who has seen those Pokemon for over 20 years now, probably close to what 20 I mean, 25, because I've been playing this series since it started.

And I've played those games so many times to see

Diggle it come back and the only change is it's got hair now and it's a slightly different typing or something like that

Like that's just not really alluring to me in any manner. So

But again, I played Pokemon differently than most other people's own

Yeah, I my thing

with all of this kind of comes down to just the pokedex in general and

Picking a team and engaging in the game

This particular pokedex just felt weird to me a lot of I

Felt like a lot of Pokemon only evolved twice or at least the ones that I saw and engaged with on my team

I mean evolved once or yeah, they have to evolve once

Yeah, there's the start and then the final evolution. So I apologize there and

The typing in this game what you and I have talked about this as we both played it the typing in this game is all grass

and a lot of ghost and fairy stuff. It just feels way lopsided and I struggled coming up with a team

for this game that felt balanced. Now I'm sure if I had poured hundreds of hours in, used Poke Bank,

brought Pokemon in, you know like done all the stuff. Or used other Pokemon from past games too

because the Pokemon is obviously like I mean we put to get we put out a video for bonus for members

if you want to watch where I talked about how I constructed my team for this game and one of the

things I always like to do is I want a team of wholly new Pokémon that are from that new gen specifically because I want they've put new Pokémon in the game so I want to use the new Pokémon and going off of that specifically in this game yeah it was hard to put together a team because we went mentioned specifically if you didn't choose Sobble at the beginning your options

for a water Pokemon in this game were very very limited like there are only a handful of new water

types in this game pre dlc yes there yeah because my water type that i ended up going through was

through with was the evolved form of kubfu because you can evolve it to where it becomes part water

type and i was like okay cool that'll be my and i'm happy with that decision but like that's kind of a bizarre one to choose I think like they have the barracuda thing they've got the turtle the dreadnaw I think it's called and then there's a there's a bird uh krammer ant I think it is and then there's there's a couple of other like pseudo legendary types that I think are water types too but there's really not a lot else and that and that's reflective of I think though to throw this out real quick too sorry before you say what you're gonna say I think this is a problem

with every Pokemon game. Every Pokemon game indexes too hard into a couple types. Like Hoenn is probably the best example of this with "Oh, too much water." That is a real problem with that game. That game is largely centered around water and there are a ton of water types in it. And this game's problem, I don't know if there's one single typing like similar with water, but there are a couple more than others that are very very commonly springing up in this game. Dragon's another big one. There's a lot of dragon types in this game. I don't know if you spotted a lot of them. If you look at the latter half of the Pokedex, like a lot of those fossil types that you can revive, those are all dragon types. You've got the apline, you've got the ghost dragon thing that I had. I forget what it's called, what Dreep evolved into. I mean there are always dragon types in these games,

but there's even more I feel like in this one, so.

- Yeah, it just made building a team

or discovering new Pokemon not as fun.

There was a moment I saw this anchor Pokemon floating around

and I was like, ah, it's like a spooky ghost-looking thing.

Maybe it's ghost water, like that sounds interesting.

It's a water Pokemon, get rid of this dreadnaw,

'cause I really was never quite happy with dreadnaw.

And then you fight it, find out what it is,

and it's grass ghost.

like, "Well, I've already got Rillaboom and I've got Golurk, which is a ghost type. Now my typing

is overlapping so much and I don't want that. I want some diversity." It didn't feel like the

good team decisions where it felt unfair to choose what to put in and put out. It's like,

"I like this Pokemon, but I like this too with the typing." It didn't feel like one of those

good decisions where it's like what am I giving up here? It's just like why is this, I want

to use this but it matches and I can't get rid of it. I don't know. It just didn't feel

good. Yeah I think the Pokedex largely has problems. I mean that's that's the big controversy

with this game too other than some of the technical problems we mentioned. I know a

lot of people in addition to us were like oh this game is not great game freak for a

home console game. That was one of the problems I know people had when this game came out

And then the other one was obviously the whole #SaveTheNationalDex or whatever. Like there

is a very specific Pokédex in this game which is slimmed down to not include all 800 something

Pokémon that are in the entirety of Pokémon now. Whether or not that comes back in Scarlet.

We keep referring, I keep referring to Scarlet and Violet at least. By the time you hear

this that game will have been out for a bit. So we'll obviously have answers to all these

things in the future. But yeah there's a very specific Pokédex in this game as well. Yeah

I don't know the Pokédex as a whole even outside of the fact that there's no national decks I do think it just has shortcomings especially with again the original what is this Gen 8 Pokémon that are in this. So I just think that new Gen 8 lineup is not enough holy new Pokemon, the ones that are holy new, there's too much crossover of types. I think the best thing I can say, and this is one other thing that we talked about before doing this, the Pokedex really feels like they came up with ideas for types that they could do. Like what are some dual typings that we haven't done a lot of in the past? Like, okay, we haven't really done too many rock water types. Okay, well let's work backwards. What would a rock water type look like? Then you get dreadnought. Oh, we haven't really done a whole lot of rock fire types recently. Okay, well let's do colossal and come up with that. We haven't done any dark fairy really. Like, okay, what would that look like? Here's a goblin Grimmsnarl. Like it felt like they were matching up typings that they haven't used very prevalently in the past and then they would work backwards and create a Pokemon that would fit that mold of the dual typing that they wanted to use. That's kind of the sense that I got from this at least. Like even Eternatus is another good example of that. Like it's a, I think it's part poison, part dragon, which is rare and something you don't see very often.

It made it interesting, I suppose, just to see that, but definitely heavy on the grass.

I like, I like the new, I, for the, for the record, I should say I do like them coming up with new typing mixes, new dual typings. I think that's a good idea for the most part.

there were even some odd like exclusions like the the Grapple Lock the octopus thing like that you

can catch in water it's just straight fighting type with no water type it's like well why is this they can still teach your water moves and it's basically a water type but it's not okay that's kind of strange like i don't know just a lot of odd decisions like that were made in my opinion so

I would agree with that. I want to talk about a couple things that I did like about this game and some things you mentioned before that you really didn't care for like with Team Yell and

stuff like that. I like that this game really does not have an overarching bad guy per se until late because I think one of the um I think one of the cliches of Pokemon or one of the things they've

they've always leaned too heavily on is there's an a storyline which is beat all the gyms and become the champion and then the B storyline is Oh no, there's this nefarious group in our region that's tight trying to pull off this evil plan. And it's been that going back to red and blue with Team Rocket like there's always an evil group and then there's always you are trying to become the champion of the given region. And they've leaned on that for for so long. So when we get in this game and the team, the quote unquote villain group this time is just not even really villains. They're just again simps for one of the challengers in particular. I like that that was totally different. And again, eventually a villain

does rise up near the end of the game and you have to face off against Chairman Rose and I called one gym into the game. I was like, OK, Chairman Rose is going to be evil.

I can see this coming a thousand miles away. But they really, I like that there's not this constant presence of a Team Magma or a Team Aqua, Team Rocket, whatever. Like I like that there was not a singular like villainous group that they're an organization in this region that is trying to push forward their own motives. And I guess eventually there is one because Chairman Rose's whole macro cosmos organization or whatever it's called this sort of that but it's not in your face the whole time and I that that felt fresh to me at least that it wasn't leaning into these old these old patterns that we've seen in the past.

I'm okay with that conceptually like just leaning more into a one-sided story or dabbling little bit of the bee along the way, but I think the execution was shallow. There wasn't enough to the plot of going to these gyms and fighting your way to the top that I thought that that storyline of become the best, defeat the undefeated, there wasn't enough there because you would just go to town and go straight to the gym. There wasn't in previous games that I have

played, you would get to town and maybe there's some of that B plot there or getting into the gym

there was a puzzle or, you know, I've got to go here and find this key or I've got to go here and unlock this door. I've got to go learn cut so I got to go to the man on the ship and get cut from him before I get into this gym. Right. I feel like if there was just more, I get more padding to getting to the gym more of a struggle and getting you know inside the gym also really getting to the

gym leader is not a challenge either and I think we'll talk about that when we get to more gym focused discussion but it just it was so brisk it was like you've got eight gym badges like that well I do like the briskness of it I think we both did I marathon this game and I went I went

I took I mean to just throw this out there uh as the day we're recording this is a Saturday on

Friday I had was yesterday morning when I started playing this game was at the third gym I had beat

it by the time I went to bed so I like that it was pretty and that's still a lot of hours I played

the game all day long for like 12, 13, 14 hours in a day but still I like the briskness of it

personally I like how quick some of that went let's talk about the gyms because I this is the

one aspect of the game that I did really like and it's that they put a central focus on the gems and

the champion and becoming the champion of the region and how that is like a huge prominent thing

to be the champion of a given region. I think a lot of times in some of the previous Pokemon games,

even just looking back at FireRed and LeafGreen, which is the one we've already played in this season, and this is true in a lot of the other Pokemon games I've played over the years,

is that your goal to become champion and beat all the gyms. It's never something within the larger region that I think people are really. They don't they come off like they don't care,

like it's just this activity you're doing like, Oh, I see you've got badges you're attempting to take on the Pokemon League. That's cool. Like no one really cares that you're doing it.

Gower region. It is like this is the thing that everybody cares about. Everybody's super invested in the Pokemon League and the gyms. And it is like a spectator sport. And it is a huge event.

It is these gym battles are huge events that the people of this region love. And everybody you talk to in the game is very they're all focused on the Pokemon League. They're all talking about

Leon, the champion. You're introduced to the champion early, which is a huge difference.

and that's kind of cool because when you get to the very end of the game and you do eventually

fight him it is this thing that has been building up over the course of 20 something hours depending

on how fast you play the game. I like that the Pokemon League in this game I guess what I'm

saying is in some of the previous games the gym stuff and becoming the Pokemon League champion is

always presented as the A plot and then the B plot is often the villainous groups that we talked

about but in reality it feels inversed a lot of times like the things that the people will talk

more about in the previous Pokemon games is dealing more with the the B plot and then you're

just kind of doing the Pokemon League stuff on your own and it's just kind of your own character's

personal journey. This very much felt like the opposite where like eventually a villainous thing

does rise up and you have to take it down but no the entire focus of this game for once is on

the Pokemon League and you becoming the champion and your rise to greatness and taking on all these

gyms and I have some other things I could say about this, too. But but yeah, I felt refreshing

in that sense that there was. Yes, take doing the gyms and taking down all these gym leaders

and stuff is something that you've always done, but there was such a heavy emphasis and focus on

it in this game that it felt like something that actually mattered and was important other than

and being of importance to you.

It was important to everybody else in the region,

I guess if that makes any sense.

- I love the sport angle of this.

The stadiums with the crowd chanting,

incorporating that into the music too.

There's an energy when you go into these fights.

I wish there was just a bit more buildup

to each individual gym.

The buildup to the semi-finals and the champion battle is great because it is over the course of those 20 hours.

I wrote in my notes, while lackluster in plot depth, making it to the semi-finals feels electric, and the sports spin does work.

There is hype, there's energy to this, and it's fun.

It reminds me of a kind of a plot line

in Mega Man Battle Network 3,

where you're training to become the best in there, you fight your way to the top.

Those stories work as you feel like

you're kind of the underdog,

and I really enjoy it in this game.

that part does pay off.

The one other thing I really like too, that I think added greater.

I think it answered questions people have had about some of the previous games as well,

which is like, well, why are these gym leaders just totally content with holding down their

respective gyms in these towns and just fighting whoever comes through them? Like, don't they

have greater aspirations? I was I was expecting to get to the end of the game and there be

some sort of Elite Four or something like that. No, it is literally not only are the

challengers from the gym like Marnie and Hop and your own character, not only are they there,

but the gym leaders themselves are vying to become the new champion of the Regem themselves.

And the gym leaders also talk about how they can have other gym leaders step in like you get that

with the fairy type old woman who's like I need somebody new to take over my gym because I don't



want to do this anymore. I can't do this anymore for the forever. So like they are openly vying for the champion as well. And I thought that was super cool that they have Pokemon training aspirations outside of just fighting whoever comes through their front door to their gym.

They are trying to train up their own Pokemon and become stronger so that they can try to become the

champion and then they can instill maybe one of the challengers that has come along. Like, for example let's say the first gym leader, the plant dude, the grass guy, the farmer man, if he becomes the champion then he could pass off his gym to one of the challengers that had beat him previously and could say okay I'm champion now but you're going to go run this gym because you've proven yourself capable by beating me previously. I just thought that was a really

cool wrinkle into all of this is that you get to the end of the game and not only are you facing off against the other challengers but then you have to prove again that you're better than the gym leaders that are should have stature in this region because if they're the they're running the gyms then they are the best of the best and not only do you have to beat them once but you have to beat them again because they're trying to become champion as well. I just thought that was a cool twist to everything and makes their role in the game that much larger for once. No that worked really well I did enjoy the sport stuff it felt cool and good. What did you think about beginning of each gym which which was some sort of mini game or small puzzle.

- Yeah.

- Instead of, and you would fight some trainers along the way in some of them or not really all of them.

- Most of them.

I think most of them.

- But each one was pretty much a mini game, essentially, to get to the gym leader.

- And that's how they always have been,

but this was obviously way more blatant

with the mini game stuff than past ones.

Or maybe not all of them, but I think about like,

again from FireRed and LeafGreen, like Koga's gym,

like with the invisible walls and stuff like that and you have to snake through in a certain

way. That's like a sort of mini game but not really. I did not like most of them. Just

felt like kind of busy work and like they were throwing things in there for no real

reason especially like I think of the fire one where it's like your goal is to catch

or defeat Pokemon. It's like what the heck okay I guess.

I thought the pinball one was not very good. That was pretty annoying.

one where you're you got to roll the sheep into the pin the woo's into the

pin. No the one where you're... or pachinko. I'm just talking about it I know which one you're

talking about that's at the ghost area I think. Yeah I'm talking about the

first one that one wasn't good either and then you even had the fairy gem the

old lady who's just asking you questions like there was really nothing to that one.

I liked that one though because it wasn't it was different than everything

else it was more paying attention and fighting people to get to the top. But

There was also like, and I get that it's supposed to be funny, but then when you fight her she's

like "How old am I?" and there's an option between like 16 years old and 88 years old.

If you say 88 she's like "Well you're wrong but that was rude." And then your Pokemon stats drop.

It's like what? Okay? Yeah.

That was an interesting gimmick. I would have preferred maybe more

fighting people along the way. Maybe that's a spot you could have fought more of your

kind of other challengers along the way like you could. Every time you went to a gym like

Hop was already done with it. There was no, you fought him outside. It would have been cool to see

some matchups or tension created that way, but overall the sport angle did work. I think if it

was fleshed out more or the villain stuff, you know, if we're going all in on sports, I wish it was fleshed out a little bit more and maybe the villain stuff just scrapped entirely because we we could have really add kind of an underdog rise up story type scenario.

But instead we kind of got to push over all to the top so to speak.

How did you feel about the the rivals in this game whether it be Hop or even Leon I'll say because he had a way bigger I like Leon personally.

Is it Leon or Leo?

I thought it was Leo.

I think it's I think it's Leon his brother just calls him Lee.

Okay yeah you're probably right.

Lee for short.

- Hop, oh, Hop.

This is something that you've expressed in the past, basically kind of over the past few gens, I believe.

Again, I haven't played these yet.

- They intentionally try to make your rival weaker than you?

Like, oh, you chose-- - Not that, I was surprised--

- Grookey, ult, you, Sobble.

It's like, oh, my God, why? - I do, I was surprised

at that, so every time you fight Sobble,

I fought Sobble, it was a one-hit kill,

and no tension there.

But I just don't like, when,

Hop's like, "You're my rival!" But there's no... Animosity might be too strong, but there's no grudge or tension there. They're all buddy-buddy. Hop is super nice. Even when you beat him and he

becomes a sad boy, he like bounces right back with positivity. And I wanted a true rival.

And I think... Well, they kind of have that as beaties in the game. Even that's weak though, because they're plucked out mid-game and their arc was so weird with "I'm assisting the chairman

and then I'm pulled out." I really, I think if these other characters were actual challenges to fight and their characters were a bit more interesting, that could have been leaned into the sport thing. Like if the kid you grew up with in your town was actually your rival, that could have made for a great plot I think but instead everyone's kind of a pushover, no one's really tough, even Marnie with her team yell fans this is eh. Well this is a larger problem

I think I have with the game as a whole and this is something I've been I've wanted to bring up here for a bit is that level scaling is way whack in this game and I mean that from the perspective

of I'm somebody who's not enjoyed the team-wide XP share stuff for a bit now which is no I love

- I love it. - I'm sure you love it.

Yeah, I've not been a huge fan of that for a bit.

It's nice to help train up some of the,  
like when my friend traded me a level one Dreepy  
about halfway through at this game,  
it was very nice to level that up quickly  
because they had a Team Wide XP share thing on.

But even outside of that, the level scaling is like,

I think it scales with your own Pokemon pretty well

through most of the game. I'd say through about the first five or six gyms. When you get to the gym leader, their Pokemon are within a couple levels of your own Pokemon. By the time you get to the semi-finals and the finals and the later aspects of the game, again,

I know you are a little bit underleveled compared to me, but my Pokemon were all mid-60s or so, and all the other people's Pokemon were like high 40s. Like the disparity is vast.

There just becomes a point late in this game where they stop having the Pokemon scale pretty

equally with your own. And I don't understand that. Like even in FireRed and LeafGreen, I could beat that game, but when I get to face Gary at the end, he has Pokemon that are much higher level than my own.

This game's the total inverse where I was 12 to 15 levels higher than some of the Pokemon that I was facing off with near the end of the game.

And even same thing with Leon, like he's supposed to be the big final challenger.

I was probably 10 levels cleared of most of his Pokemon in that final battle.

And maybe that's just because I trained mine up more than normal, but I really don't think I did.

I didn't face anybody else that, like I wasn't.

I mean, I guess I did do the Isle of Armor stuff.

That would be it.

Isle of Armor is the one DLC that I did play.

I did not touch Crown Tundra.

- Same.

- But I played Isle of Armor, I should say, before I played.

- What level were the Pokemon there?

- I finished the base game.

But they weren't high because, yeah, that's the thing, is that the Isle of Armor Pokemon, to my knowledge, maybe I'm wrong about this, but I was looking it up online, is that the Pokemon in the wild areas in Isle of Armor and in the general wild area don't drastically go up levels until you beat the champion.

And then I think it increases the levels maybe a bit. You can still find the ones that are absurdly strong, like when it warns you about when you first go to the wild area it's like you might come across very strong Pokemon and then you need to run. Because I know you can still, in the wild area at any point you can run across Pokemon that are level 50 or something like that and you might have a team that's only level 20s. So that was still happening

but yeah other than that I didn't really train outside of just the traditional Pokemon trainers and gym leaders that I was running across. There's no challenge difficulty wise in this game. It was a pushover. Did you lose once? No. No. Never blacked out or whited out. They also give you a lot more money so it's easier to go buy potions and revives and things like that if you need that as well.

Yeah, there's just no training challenge per se.

I wasn't really grinding out levels or bringing things up.

It just was kind of a cakewalk, which added to the briskness.

I like there being a sort of tension and difficulty to these games.

That's something I've said for a long time.

I liked that I got to the Elite Four in FireRed LeafGreen and I didn't beat it right away.

It took me a bit.

And even when I did, I had to go buy a bunch of Hyper Potions and revives.

But me doing that, I cleared out most of the money I had on my character to go buy that mini.

Right.

And if they were a bit more tough, it could have added to the sports narrative.

Sometimes you're, you know, the only real like sport narrative challenge that way was Leon's undefeated.

So it's, you clearly have had someone who's done a lot of fights and never been beaten before.

But everyone else wasn't, there wasn't scale to the difficulty.

I would have liked a real challenge.

I think the closest probably was the 8th gym leader, I'm blanking on his name, but he was the dragon type.

Rayhon or something like that?

Ryan something?

Yeah, and I liked the way that he integrated environment, environmental manipulation, and then used that to chip away at you.

I thought that was an interesting strategy.

I didn't have a problem with him at all.

This is a problem, but I did think if you could have brought that difficulty up a bit.

I'm just saying I didn't even, I guess I didn't even notice what you're mentioning because I just blew through them.

So yeah.

Okay.

It was just, yeah, I was a bit bummed at the difficulty in this game.

This is a common thing that I've mentioned many times in this little, I think, one of our friends has told us that ultra sun and ultra moon is much more difficult, but I have personally found that the last everything post black and white has been pretty easy to beat and it's not been one it's been something that has proven to be why I stopped playing newer Pokemon games I guess I'll say. We talked about postgame a little bit again and we've touched on

the DLC I don't know if we want to bring up anything else about those in particular here.

neat that they opted for DLC instead of making a whole new game.

Yeah, I think that should be the trajectory of the series moving forward, honestly. No reason to make people shell out another \$60 for another version of the game when they've already bought

potentially two others. I think the two version system really is really kind of wearing thin at

this point anyway. They're going to keep doing it because it's always been how Pokemon's been,

but even that is kind of getting a little bit stranger as time goes on in my opinion.

Well, I did think

The I found out that you and I have at least two different gym leaders and it sounds like the Isle of Armor you and I

Have different rivals on the Isle of Armor. Yeah our discussion

I think that's kind of interesting and Scarlett and violet are playing with that with different professors. So

That's fun ish. Yeah, if they can just if they can justify it a little bit more than I'm fine with it

But it's more just about that justification. I guess yeah. Yeah, we've not the postgame is one thing

we've really you've played more than me I mentioned that I'm squaring off the funny  
hair people right now and I'll probably see that through but I don't really have any strong  
feelings on that at the moment I assume that will just result in me catching my given legendary  
doggy at some point and then after that it's just roam around and have fun and the crown  
tundra DLC is something else we can't speak to because neither of us have done that there's  
just these games are large and we don't want to play every single piece of content that  
is in these before we record these episodes because this season would just be inordinately  
like way too long. So if you want to hear what we have to say about Crown Tundra or  
stuff like that, sorry. I guess the one last thing is the music is the thing to mention  
here because I feel like we've naturally touched on pretty much everything or actually before  
we touch on the music? Let me. The story, let's let's go back to the story just real  
quick. Because I did want to ask what you thought about. Just the story. We've talked  
about how the story is so central with the gyms and things like that. And we've touched  
on that element a lot. But did you have any strong feelings about the it really drags  
towards the end, I guess is the thing I wanted to mention with because you get to the  
champion

and you're ready to fight. And then, oh, you got to go. Leon's gone to the Rose Tower.

And now, oh, there's this guy and he's got sunglasses and he's got the key to the monorail



and you got to get a tower like that whole. I was like, man, this game is really artificially lengthening itself here. And like for a game that we mentioned, felt so brisk at times and was like, you're doing one thing and then the next and then the next. And it had good pacing things really came to a halt there in the back portion of the story I felt.

- That's where the A and B plot thing totally collides because you're on this A train flying, you're ready to face the champion and become Galar's champion and then they just slam the breaks so hard and you combine that killing of momentum with the sudden spike in world-ending

drama that really was hinted at but it ramps from zero to a hundred immediately.

J: And they don't, this is, to speak directly to Chairman Rose, they don't really explain what or why he's doing what he's doing in a great-

All he's like is one day we will run out of energy and that can't happen and I think it's so he revives an ancient evil god Pokemon. Yes and never really realizes that he's wrong about it either.

Admits that maybe that speaks to his true villainy. I think he turns him I think it mentions that they mentioned after you thwart his plan that he like turned himself in or something like that.

I think they might mention that. I wish if this was gonna build up properly that maybe the energy

crisis was acknowledged a bit sooner in the world or something like that was just yeah they hit like

that he's uh oh he's got all these companies and he generates all their energy for galar yeah yeah

he they talk about how he everyone has energy but the the crisis that he is so worried about isn't brought up until he and it doesn't help it doesn't help that the thing that's

prompting him to do this is in a thousand years we'll all be screwed it's like well a thousand years everybody's gonna be dead currently any like i mean i get that short-sighted but it's just a

very bizarre like even leon's like when he's talking to him he's like well yeah that's a thousand years away though uh i think you can still one battle yeah i can't wait for just us to have this championship patch and then we'll figure it out afterwards like yeah the way they

slam the brakes at the end of the main campaign really really gives you some whiplash and I was very frustrated with it. How did you feel also about uh I don't know the legendary doggy's names I'm sorry Z Zemant Zemantica yes I don't know something uh how did you feel about their involvement and then I guess just the through line story of oh the darkest day and uncovering this history of the Galar region, which I feel like is something common in all these Pokemon games. Sure. Like, oh, Palkia and Dialga. They built the Sinnoh region and blah, blah, blah. Like, I feel like they've always got those storylines. Sure. I that's fine. Like just hinting at this lore to the Galar region is cool. I just think that the dogs are some of the dumbest looking legendaries in a hot minute.

Because even if I haven't played the Pokemon games, I know what the legendaries look like.

They put them on the box every time.

And I really don't care for sword and shield dog.

Now, I do find it hilarious that the dog carries a sword in its mouth.

That's pretty cool and that's actually why

I chose sword over shield, but the dogs are quite dumb.

They only appear at the beginning of the game.

the final battle with final hours and then the post game is all about them. It's Zacian and Zamazenta. Yeah, there wasn't just I wasn't a fan of the dogs themselves, but that the plot around them is fine. You could insert any Pokemon there and it would the same story would have worked. So I just wished for I wish for better designs. What about you? Yeah, fine. I think as far as I do like them being these defenders of this. I like that they weren't the Pokemon that created the region because I feel like that's so often the thing that happens is oh, Kyogre and ground on they created the land the water fire. Yeah, they created everything that

comprises Hoenn and like I feel like that's usually how it is. This time it was just like no,

these dogs are just they just prevented a bad thing from happening one time since then they've gone into slumber and no one knows and you don't even really find that out until the very end obviously that that's the case but um i i like that that's the twist on it that they're sort of these hero legends that only emerge when they're needed in an hour of darkness for the the Galar region. But yeah, I don't know. They're fine. The designs are okay. I agree that the sword one is way better than the shield doggy for the most part. The sword dog's also got like wings on it in its form too, its battle form. Shield dog just has the shield plating on its sides and front and stuff like that. It looks kind of goofy. But yeah, I figured we should talk about those two just because it's...

They're on the box. They're a prominent element of the game. Yeah, they're on the box. And you played sword and I played shield. So in that sense we did get, I mean, so far we've been playing the opposite versions of each other and we likely will for Scarlet and Violet. Huh? I wonder we'll have to discuss off air what the future, what are you playing for the next one? Silver or gold? Gold was the one I bought. I think gold's what I have to, but I can't remember. I can't remember. Actually, no, I have Silver. Never mind.

>> BRIAN KARDELL It continues. >> JONATHAN So I think we'll be opposites again.

Let's talk about the music. I kind of tabled this a bit ago. What did you think about the soundtrack to this game in a general sense? >> BRIAN KARDELL I liked it. There were some songs

that stood out. I wrote some down, but I overall liked it. The battle theme started to wear on me by the end just the generic one yeah i agree that's not the best the other there were some other songs that i really like mostly in the towns the fourth gym in my game that was the fighting

gym i don't think that i think that's one of the switches that you and i have there's some strings and winds kind of in a deserty area reminded me of like a square jrpg i wrote octopath kind of sounded like that. The Snowtown. Snowtown's excellent. Yes. I wrote that down. Sir Chester.

Sir Chester. It reminded me of Thousand Year Door a little bit when you go to that Snowtown. So that

was a really great. There's when you battle with Hop especially toward the end like the piano just

comes in into shredding while you're fighting him. That made Hop feel more like a rival than he actually is because he's all miscomposited. Hop's pretty good. Yes. Yeah, Hop is great.

Chairman's goes hard with the choir and all of that, but that also felt like artificially inflating the severity of that

I again if his arc had built with the game a bit better

I think that would have felt more satisfying to listen to so yeah, there's some really the stadium and gym battle music

I mentioned it kind of earlier the chanting incorporated into the music that

Lended itself to the energy of a stadium field. So I liked that overall a good soundtrack

I'm excited to explore the rest of the Pokemon soundtracks. I'm obviously most familiar with the first game and Diamond and Pearl.

I love Diamond and Pearl soundtracks.

So I'm excited. I like this one. I'm excited to see where the rest of these go.

Yeah, total agreement. I think the soundtrack is excellent. I think that's not a surprise because most Pokemon soundtracks are quite good.

You mentioned a lot of my favorite songs as well.

I think the BD theme music is also very solid. My favorite song in the entire game though,

I believe, is the Galar Mines music. I think the mine music is choice in this game,

which is a surprise because I usually think some of the cave themes and stuff like that are some of

the weaker pieces of music in a lot of the other Pokemon games. But the mine music in this, the

the Galar Mines is so good. It's got this slap bass in it, which is just, it's really

funky. It almost sounds, not to use a trite comparison, but it sounds like Persona almost

in some senses. Like I feel like it's something you would hear from Persona rather than Pokemon

in some ways. But that's really good. And then some of the Champion themes at the very

end, like even when you go into the Champion, the stadium or whatever, there's some wonky

music there that's very different than everything else you hear in the game. Overall, I think

the soundtrack is very, very good. Some of the town themes I think hit way better than others. Like we mentioned, Sirchestor or however you say that. I think that that one stands out quite a bit. And then there's another theme that stands out. I think it's the first town you maybe go to the grass gym town. I forget what the name of that one is, but I remember that song off the top of my head as well. So some of the town themes and route themes and stuff like that. They aren't all the best across the board, but the songs that hit really hit and are some really top tier tracks in my opinion. So shout out to, again, composer of this game. The composers were Minako Adachi and Go Ichinose. Good work.

You did the Pokemon franchise well, I think, in this game, especially with its long storied history of having some of the most iconic video game music ever. Is there anything else you would

like to say about this game broadly maybe before we get into our legacy discussion here and begin

wrapping up? What did you think about the theming of the overall world of Galar? It's United Kingdom,

Britain, correct? It's very clearly British. I think they lean more heavily into it than normal too. Like even with how some of the people speak, like I heard some...

- Hop. Hop especially.

- Yeah, there's people say mate or oy or like things like that. Or I think one of the Team Yellie people even said, I'm not even kidding, I think maybe at one point they said governor or something like that. There's like stuff sprinkled like that throughout. It's clearly supposed to be modeled after the UK this time around. But in the past, I think some of these regions have clearly been modeled after real world locations but they haven't been so blunt with it. I felt like this game was a little bit more trying to tip its hand like yes this is supposed to be the UK. Here you go. Yeah what about you? I thought it was fine. It wasn't my favorite type of theming. It's interesting though to go through the countryside or seaport

town and then the big cities and things like that so that was kind of fun but overall it's fine it wasn't my favorite it felt like it felt pretty traditional in the sense that like oh here's

your your your town in the fields or your town near the the woods and here's your ice town and here's your desert town like it felt pretty traditional in that sense yeah um so nothing really stood out too greatly the one i think the one of the most unique locations i would say is the one in the woods or the forest, such as a bee, ballaloon or something like that.

B: It's all tucked away and under this neon glow of iridescent mushrooms. It's very cool, funky. C. That's one of the most unique ones and then that town connects to nothing. It's like, "Oh, this is a dead end. Time to go back to the central hub cities." So yeah, I think,

I do agree that I think the wild, it would've been cooler if the wild area kind of interconnected all these towns and things like that. That would be the one stylistic or overlay change I would have made to this game. And it's also way more disjointed than a lot of the other Pokemon games. You've got kind of southernmost region where your hometown is, you've got the middle

region where the first main town is, and then you've got the upper region where the Pokemon championships are and stuff like that. So it's very segmented compared to some of the other games. Which isn't bad, I don't think. It's different than having to be so interconnected with one another. But yeah, it is a little bit more disjointed, I would say.

Let's do Legacy! I think it's hard to talk about the legacy of this game in some senses because it is so fresh, but I do think we touched on before the big element of this game the thing that I think it will be remembered for which is stuff like the wild area and stuff like the form changes with dynamaxing and stuff like that. I think this game is very much and it's

also the first home console Pokemon. I think there is a lot of experimentation in this game and that's

what's going to be remembered for it laid the groundwork for Arceus which then kind of what looks like it's laying the groundwork for Scarlet and Violet in the future. Like there are some things that they are testing out in this game. We mentioned the Dynamax battles before how that's

like they're trying to incorporate more co-op and multiplayer elements. There's a lot of things in this game that you can see that have come up in the more recent Pokemon games like oh now

Arceus has expanded versions of the wild area. This is a really fully fleshed out version of what the wild area was in Sword and Shield and Scarlet and Violet looks like it's taking that to a whole other level now with full co-op implementation and things of that sort. Again we'll play those games in the future, Scarlet and Violet at least, and see how a lot of those things evolve from what they have been here in Sword and Shield. But I do feel like this game's legacy very much will be that it was the first home console Pokemon and what the series eventually became kind of started with ideas they began towing around with here in this entry. I think some of it, all of that, I agree with what you said there. Another part is definitely the player review bombing and feedback. There's negativity that surrounds this game. The National Next stuff. Yeah, that stuff. Not that that really seemed to bother you and I all that much, but it is attached, it's kind of a cloud that's loomed over this game for a little bit.

It also, I could be totally wrong here, but I feel like this is probably one of, if not the longest, gap between mainline games.

Sword started out here on the Switch and we're getting Scarlet and Violet three years later. Briefly looking the gap between, like Sun and Moon was 2016, Ultra Sun, Ultra Moon 2017, so two, three years I suppose there.

It just feels overdue for a new one in my mind.

And maybe that's because the release pace was so high and as these big games get bigger, more technical, that gap just naturally grows.

That's totally fine.

But I do think that's a part of it as well.

And so, yeah, it's just a,

it's the first Switch Pokemon game

and it's kicked off a whole new era for them

as far as one console, home console, TV, play, things like that.

For sure, and again, a lot of those things we've seen in the past but just not in this way. It feels like it's growing pains for Game Freak in some way and hopefully they can only just improve from here. Well, I think that does it for our Pokemon Sword and Shield discussion. Thank you so much for listening. You can follow the show on Twitter at chapter select and if you'd like to support the show and become a member and get access to longer episodes with bonus content and extra video content like for Pokemon

sword and shield we've got a battle Logan walked me through building his team so that's some sword and shield content specifically for you but you can go to chapters like dot com slash join and check that out you can follow Logan on Twitter at more man twelve and his writing over at comicbook.com and you can follow myself on twitter @MaxRoberts143 and my writing over at MaxFrequency.net and until next time, adios!

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Season 6 is hosted by Logan Moore and myself.

Season 6 is all about Pokemon.

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I do have to say, I was thinking about this earlier, and it's hard to transfer Pokemon from one game to the next so that's kind of what's putting me off of it.

But it is kind of fascinating to me that we're playing through all these games and we're not really trying to max out our Pokédexes and then eventually transfer them to our games on Switch and have like really full, extensive Pokédexes.

I guess we really wouldn't have come...

Would not have thought of doing the show.



Well we wouldn't have thought of doing this until now because the one we just played was a Gameboy one which is really...

You could get that on Switch, but it would be very, very hard I think nowadays.

I think you need black and white too to make the jump to 3DS.

You need black or yeah so you would have to go from GBA to diamond or pearl and then transfer

that to black and white and then black and white can go to 3DS and then 3DS can go to poke again.

Like I would like to do that at one point.

Like that would be so hard.

You can do it.

I would like to try it because we do have all the pieces.

Like I think it'd be kind of cool.

But here's the problem.

The order we're playing this is.

Well no the problem I was going to say is like Diamond and Pearl they don't give you that until you beat the game.

So unless you want to play another run of Diamond and Pearl on DS.

But you still would have your copy which would have your save data so like you could do it.

I cannot.

I don't own this.

I guess I could.

a top bottom dintendo ds lite. Do you not have a ds lite around? I have one at my parents house. There you go you're fine I have a ds lite. I don't know if my pokemon diamond data is at the end. Probably is. This is the other thing and this is also why I've been thinking about this because now we're gonna go play silver and gold. I probably have a banger team on my silver gold version and I'm like man I'm about to wipe like an all late 80 level squad. You don't have to do that. You can back it up. It's not hard. You just have

to homebrew your DS, which takes 20 minutes. Listen to me, if you don't want to lose that data you genuinely don't. It's not hard to do. Well here's the thing, I'm about to play through them all again, so it's not like I won't. I mean if you care about it, you could do it. It's not hard. Or I could just trade them over to black and white and then trade that from there. Actually, that wouldn't be the worst idea because black and white we're going to do last too. So if I do just start consolidating everything towards black and white that I really care about and then before we do that next year, I'm like, okay, cool. Now we throw them to switch. I don't know if you can still do that. You'd have to move it to 3ds yeah that's the problem it's not a problem i would just need a lot of ds's or two you just need two you have your 3ds and you have a ds you're fine i actually might have two what

do you need two regular ds's for i might have two 3ds if you have two 3ds i have i have both the

zelda special editions uh i only have the majora's mask 3d new 3ds i have the link between world ones

too. I almost bought that back in the day. I saw the ocarina of time 3DS today. It's like I saw the standee for it. What the one that I tweeted out? Yeah, I did see that. You do? Yeah, it looks cool. I could ask, but there's like, I haven't. You'd have to drive it back.