

This transcription was completed on April 2, 2023 with the application MacWhisper on macOS. This was done automatically, without human input during the transcription process. The application uses OpenAI's "Whisper" model. This produces the transcription as a plain text file, hence the block of text.

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.

- - -

Oh, I wanted to ask you, I don't actually remember the kid's name, you don't have to tell me, but how is uh...

The boy liking Super Mario Odyssey?

His name is Everett and he is liking it quite a bit. I'm trying to, I'm trying to show him how to do the like...

Like the move, like the standard like Mario moves, like here's how you like do a backflip, you hold the button and

Then you hold the trigger in and jump and here's how you do a long jump

And I'm like trying to teach him how to do those things

Because he's like I can't get over to this part and like no you can you just gotta

Know the mechanics how old is he show him? He's like 10 or something right seven seven okay, and the daughter is three

Mm-hmm okay

seven so she so he's old enough to like

Play games and understand him and he's like he's getting he's in the part phase where he's like getting

Better but he's still not great. So he's still I can't do this. Can you do it for me? And I'm like, okay

It's like he's like what the heck how did you do that? I'm I'm trying to say this forever

Seven years old to show him how to do a triple jump and I'm just thinking back to like Super Mario 64

Which would have been our analog at that age

Yeah, but I just feel it's not I was not doing I was doing triples and I was doing triple jumps

and long jumps. I'm not. I don't know. I was. I took until like sunshine until I felt like

I was like, huh? Starting to like, Oh, I think I'm starting to learn how to do this a little

better, which would have been when I was around like eight or nine. I never played a game like this. He's never played his first Mario game. Wow. Interesting. This is so cool. Mario game. So cool that your first Mario game gets it. It would be really cool. I don't think I think it's his first Mario game at least. He only has a Switch and he's...

I think that, yeah, because he doesn't have 3D World even though he's also mentioned that he wants to play that.

It would be so cool, and I know you can't do this unless you did buy it physically many moons ago, but the All-Star collection would be so perfect for someone like that.

Yeah, I've told him about that.

Do you have that?

It's still available in some manner, isn't it?

You can go buy it out on the street, sure. I don't know what that costs these days. I

I don't think it's that much.

But you cannot buy it digitally.

Stores still carry it, don't they?

Because I feel like stores might still have it.

Price charting says, "loose 57 bucks, complete 65."

You might be able to find it at a store, like a GameStop or something.

Because yeah, it's like not on Amazon here, but if you could find it at a store that just still naturally has it in stock you could just buy there.

I've seen it pre-owned on GameStop for \$60.

Which wasn't this \$40 when it came out or was it a full \$60?

No it was always \$60.

Okay, I mean I would have paid \$60 for it.

I agree that this would be good for him.

But here's the thing, it's like...

It's more just Mario's being a big dum-dum and not letting people just buy it.

Yes, but you don't want to overwhelm the boy with too much Mario. That's the thing is I've noticed that he is

Whenever I introduce something else he could play he kind of stops playing the thing before yeah, well, that's kids attention spans

well, I had a free code for

Mario and Rabbids - that I got because it was like part of some promotion when I got the new game

And so I was like do you want this and I gave it to him has he been playing that instead?

He immediately started playing that and he was like and I was like

I don't know if you're gonna really like this game that much I was like like you might

And I was like trying to explain to him how it worked and he was like not really

He was like slowly starting to understand it a little bit more

I'm like you gotta hide behind walls cuz at first he was just like running out in the middle of battlefield and like shoot

I'm like no you gotta like hide and

behind walls and yeah, and so he's been playing that a little bit

but I think it's been harder for him obviously because it's just so different.

Yeah, big strategy game.

And so I've been trying to like tell him like focus on Odyssey. This is the one you should play.

Oh, definitely don't just dump a bunch of games on him. I do think that like a birthday or Christmas like all-star collection would be really cool.

Well even his mom was like, I was like, I said something about like beating Mario. I

was like beat Mario Odyssey first and his mom's like, have you ever even beaten a game?

like I don't know not really I'm like like see this is like isn't it like to me yeah

because that's how you are when you're a kid you know you never really care about getting

to like to the end yeah I played banjo because we constantly when I was a kid but I never

beat it until I was like 16 years old and I was like I should just beat this game now

and I went back and played it on 360 some of the first games I remember like I never

beat Donkey Kong 64. I got to the end, but I never beat it. But some of the first games I remember beating, Star Fox 64, when I realized, when the neighbor told me that there was an alternate path, so I remember that. But that's not a hard game per se, it's just more making the right choices at certain parts. Wind Waker really sticks out in my mind as a game that that I went start to finish here.

'Cause I never played Ocarina or Majora before that.

So I remember that quite fondly as beating it.

What else would I have?

I guess the GameCube's really where I started getting into like, and Game Boy games, obviously, Pokemon, I beat Pokemon.

- Yeah, I'm trying to think of what some of the earlier games I would have beat would have been.

- I beat Super Mario Land 2, Six Golden Coins, I remember fighting Wario in that game, so I definitely beat that.

- I remember watching my dad beat Ocarina of Time.

- Oh wow, what a cool ending.

- And then I was like, I think I can do this now, and then I started playing it.

'Cause I kind of had watched him play through all of it.

- I guess Wind Waker would really be one of the first big games I remember beating, like start to finish.

- And see, you had been older, and you had been closer to like 10 then.

Oh yeah, for sure.

I'm just trying to think--

- He's seven, so he's like--

- The cool thing about Odyssey, I think,
for that type of age range, that focus,
is you get moons so quickly.

So it's like very snappy, very rewarding.

- I will say, he's not very focused on moons.

He's like getting coins and stuff,
and I'm trying to be like, you gotta get them.

He's like, I wanna go to the next place.

I'm like, well, you gotta get the moons.

And he's like, well, how do I do that?

I'm like, you gotta go find them and stuff like that.

So fascinating. I can't wait until Eloise is old enough for me to observe like that.

I was talking with a guy on actually the most recent public show, Robert Ashley, he's got
a kid who's playing Breath of the Wild right now. And he's like, he plays that game way
different than I do. I was like, let's go, we're going to defeat Ganon, you know, here's
the objectives, let's do it. And his kids like, I'm going to run around and, you know,
do this and fight this stuff like just explore and live freely I

Want him to try breath of the wild too, but I feel like yeah

Oh, I'll say this it was hard for me to watch him play Odyssey the other day like

That's kids. He kept like

Cuz it was just like I can't like I know what to do and he's like not doing it. I'm like, please just

Yeah, that's a kid

Thing that I know how to do

It's just like go get this the moon's right there

Go get it.

It's right there.

Go touch it.

I would encourage maybe not Breath of the Wild to start.

I feel like that's almost too open.

But maybe that's what he needs as a game to play.

I can wander and do whatever.

But like Ocarina is mind blowing.

If you get him at the right age, I'm not saying Seven's the right age, but if he could play Ocarina at...

He's getting to the point where he's starting to ramp up and play games more and like them more.

Yeah, if you could, oh my gosh, this is how I get you to subscribe.

He told his mother he wants to stop doing piano lessons so he can play his Switch more and she's like, "No."

You know what?

This is how I get you to buy the Nintendo Online expansion pack family pack.

This has already been my thought.

Family pass, tie it to his account and my account.

I set up an account for him last week, since that's happened, he's been able to update games now and stuff too.

You don't need an account to do that, but he was never even connected to the internet.

So I connected him to the internet and then set up an eShop account for him and stuff.

So he's been downloading updates and stuff, he's like "I got a lot of new stuff in Minecraft, I've never seen this before."

I'm like "Yeah, because you're downloading updates now."

Cool, that's awesome, that is so cool.

You definitely should get the ex- you should do the whole thing so he can have N64 and Game Boy games and all of it.

I mentioned that to his mother.

I told her about that and I was like, "He could play a lot of older games and I could be the one buying it and we could just like split the cost or something if you want to do that."

I do that for my- for me, Abby and my father-in-law were all on the family plan and it's like I was gonna buy it anyway so might as well just clue them all in.

Does he have Mario Kart?

I wouldn't- he does, yeah.

Because that would give him the DLC with all the new tracks and characters too.

He also had just recently got Animal Crossing and he was playing that.

And then I gave him Super Mario Odyssey and then he started playing that a lot over Animal Crossing.

So he's definitely the new game first.

Whatever's new is what I'm doing.

Which as a kid- I think Animal Crossing he was also just still trying to figure out and he didn't really understand some of it.

And I couldn't speak to that game as well, because he was like, "How do you do this?

How do you do this?"

I'm like, "I honestly don't know."

He's like, "Well, how do you pay off your house?"

I'm like, "I don't remember who you talked to for that."

Like, I didn't remember how to play this game.

I'm trying to think of other games.

He probably liked that new Kirby, I bet.

Probably like...

The Wii port or Forgotten Land.

No, the Forgotten Land.

The one from last year, not the remake.

He says he wants Mario Party.

Get him the super the one with the old games in it not and he

He'd probably like you and then he really wants cuphead

Cuphead would kill him. Yeah, cuphead would break his teeth

Has he seen the cuphead cartoon? Is that what is that? That's why he wants it

Okay

I asked his mom that cuz he was like I want cuphead and then I was like is he aware that there's a cuphead cartoon

And she's like, I don't think so. I've never seen that I showed it to her and I was like

Well, you should tell him the why I was like you have Netflix, right?

She's like yep, and I was like well, just tell him that he can watch that he should watch that that would be great

He would love that and then she told him that she's like. Oh, did you know there's a cartoon?
He's like yeah, mom

That's why I want the game. I just don't know

That's so man. God cuphead is so cuphead is one of the Platinum's like I want to pursue

That's why I bought it on PlayStation like I want the cuphead plat

one day I

Could do it. I know I can do it

He also this is this is what's layers here. Here's the last thing I'll tell you then we should probably get going um

So he I went over last week like last Friday, and he was like can you help me hook my switch up to the TV?

I finally have a doc and I like oh

He's that's what I said. I was like what he I was like

I was like what and she and she's like and she's like oh, I'll make sense let me explain

So he's like yeah, my uncle. I think it's his dad's

brother or something sure got rid of all his switch stuff and was like here you

can have some of this that's how he got Animal Crossing is his uncle like sold his switch he's like hey you're gonna have this game I had so he got that from him and then he was like oh I also have the doc here here you go and he's like I have a doc now and I can and he's like can you help me hook it up to my TV and I was like okay and then I was like to Danielle I was like I was like you I was

"How'd you buy his Switch?" She's like, "Oh, just like at the store at Target?" I'm like, "When?" And she's like, "Like two years ago."

I'm like, "Well, he should--" I'm like, "Did you have the dock for him?" And she's like, "No, I never came with it." I'm like,

"Well, I mean, what are you talking about?"

And she's like, she's like, "Oh, it just-- I don't know. It just didn't come with it. We've never had this before." I'm like,

I was like, "Do you still have the box that the Switch came in?"

He's like, "Yeah, it's in my closet."

And he's like, "I was like..."

Good boy.

A good lad.

I was like, "Go take me to your Switch box."

And he's like, "Okay, it's on the top shelf.

I'll need you to get it."

And so I reached up there, and I bring it downstairs, and I open it.

And you know how the Switch is on top when you open it and you lift it up?

Yeah, and then there's a cardboard.

Perverted cardboard, yep.

Yeah, and then underneath it is everything else.

I lifted it up, and then underneath was everything still in the packaging.

And the bubble wrap was the Switch dock, the HDMI cable.

How has he been charging it?

All of it.

He has that.

So the charger was on top, I think.

Are you sure?

The dock and everything underneath.

I don't know.

I feel like everything's underneath except the Joy-Con and the tablet.

Like I feel like it could be.

Maybe.

Wow.

That's hilarious.

I showed her that and I started making fun of her.

I was like, "How long has he had this?"

She's like, "I bought it for him in 2020."

I was like, "He's had this for almost three years and you didn't even know he had this dock?"

She's like, "I don't know what I'm doing with any of this stuff!"

Like she doesn't understand video game stuff and I'm all, I'm like, "When I got it down from his-"

So wait, he would have been like five or something if he's seven now.

Yeah.

And I was like, "Alright, you can give your uncle this Switch dock back."

And he's like, "Well he doesn't need it."

I was like, "Well congratulations, now you have two."

And then I was like, "Let me hook this."

And so I hooked it up to a TV.

And I was like, "Did it blow his mind to play on the TV?"

Yeah, he had never played on the TV before.

Oh my gosh, that's hilarious.

She just didn't know.

But that's the thing.

I thought maybe it was a Switch Lite, and he was like, "Now I can play it on the TV!"

And I was like, "Ah, now you have the wrong console for that."

Nope, nope, he had a normal, he has a real Switch, a standard Switch.

And that's why I was asking Daniel.

What color Joy-Con does he have?

I had gray, I think.

He doesn't have any other ones.

He saw mine, he's like, "Whoa!"

- You have the white OLED, that's right.

- I have the OLED, and he's like, "Whoa, yours are cool."

He's like, "Do you wanna trade?"

And I was like, "No, buddy, I do not, sorry."

- You should, yeah, wow.

What you should do, here you go, here's what you do.

You buy the Zelda OLED that will undoubtedly be announced,

and then you can give him the white Joy-Con

and be like, "Look, I have gold Joy-Con now."

- No, no thank you.

If I'm gonna buy anything, it'd be Steam Deck.

I need to do my taxes, see how much money I can.

- A bad console.

- Why is bad about it?

Especially when you're getting into like,

it's just a PC, it's just a handheld PC

and I can download ROMs and stuff on it.

Like that's what I wanna do with it.

It's not that I just wanna be like,

I wanna play Steam Deck.

- I just like to give you a hard time about making decisions.

- I just like that it's super customizable

and I could just download old games on it.

- It's very hacky, very hacky.

You have a Wii U, a Wii U is a Steam Deck.

When you really think about it.

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

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

For season five, we are covering the Resident Evil franchise.

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

Hi Logan.

Oh Max, little fishy, come see my hook.

Oh, thank you for being such good bait.

Oh my goodness gracious Logan, we're going down south.

Pretty far south some may say.

- Very far south, further south than Resident Evil 7,

that's for sure.

- We are headed to Antarctica.

- So south that it almost becomes north.

- Unless the earth is flat.

- It's true.

- It's quite possible.

We are gonna be talking about Resident Evil code,
colon, Veronica X.

or just Code Veronica, as it's come to be known as, the Dreamcast spin-off title in
the Resident Evil franchise.

It is the quote-

It's not really a spin-off, this is a very- this is a mainline game absolutely and it's
almost more important than a lot of others in the series.

There's some fascinating history there that I definitely want to touch on, but technically
It is a spinoff in the nomenclature of game titles and wonkiness.

So this is technically the oldest game we are playing this season.

We played the Resident Evil 1 remake for GameCube and HD, so that was after Code Veronica
as well as Zero.

Even though Zero was being developed alongside Code Veronica for the N64 at the time.

So this is technically the oldest game we are playing this season.

And Logan, I mean, to kinda cut to the chase, this is God Tier.

Did you like that?

I was, okay.

This is phenomenal.

I very much wanted to know your impressions.

This is a phenomenal game.

Now you see why there has been a cult of people, myself included, screaming "Remake this
game!

Remake Code Veronica!

Remake Code Veronica!" and they're like "No, we're gonna do Resident Evil 4!" and it's
like that game doesn't really need a remake but okay at the time we're recording this
Resident Evil 4 reviews just dropped and it's like staggeringly impressive so like we're
very very excited to play that game obviously. And you can hear our thoughts on that at the
end of the season. Yes, yes our thoughts on that will be coming soon enough but this is

the one that I feel like is very much poised to get a remake. We'll have a discussion about it in the legacy part of this episode but the short of it is it needs to be the the next remake.

Yes.

And if they do something like remake five, it would be so bizarre.

It's barely a little over ten years.

I guess we're like fifteen years removed from five now I guess.

Which is strange.

But anyhow, yeah, let's do the rundown and then I want to obviously get way more into your thoughts on this one.

Because this was the one, I think of all the games in the series this season that I was interested in hearing your thoughts on it was this one because it is so much off the beaten path in

The larger series to some degree but it is of utmost importance at the same time. There's just a lot to break down here

So anyway, this game was once again developed and published by Capcom, but it did have as max has noted here

Some additional development partners from a lot of various companies. It was not developed by Capcom. It was published by a Capcom but I'm calm

Had a small part in it. So go go ahead say all the developers. Yeah, the developers include flagship next tap

Xax

Entertainment Capcom production studio 4 and then you know who did Sega also helped out with this

Which makes sense because this was a Dreamcast game as we will mention next

Originally. Yeah, it was um

It basically flagship is like an independent Japanese developer that has a lot of funding from Capcom, Nintendo, Sega, so it kind of gets all this funding over there. I think primarily Capcom, though. So it's like a little spin-off indie studio, essentially. So they saw the scenario

and game direction, but NexTech handled all the technical stuff, Capcom Productions do afford it,

art direction and character design, and XAX assisted with the environments, and then Sega helped optimize it for the Dreamcast. So this is very much a lot of cooks in the kitchen making this game but out of all the games we're playing this season it's the only one that was not directly developed solely by Capcom which is interesting to me.

Yeah I think we'll have to note this on our Resident Evil 4 remake episode but I'm pretty sure that one started as an externally developed game as well.

I remember hearing something about that.

I don't know if Capcom's ever confirmed as much because the game was not formally announced

when all that conjecture was going around.

But supposedly that one started out at an external studio as well and then they were like "This isn't great!

We're gonna bring it in-house now.

Thanks for your help though."

But we'll talk more about that with RE4 Remake.

As mentioned, originally came to Dreamcast, it later also ended up releasing on Playstation 2, GameCube, and then it has been re-released on PS3 and 360 which are then forward compatible

as well on PS4 via the PS2 version which is what we played. I played it on, I played the PS4, the PS2 version via PS4 or whatever the re-release thing. The PS3 and 360 versions though are not the same thing. They are not? The PS4 version is PS2 emulation which is what we did. But the PS3 and 360 actually got proper HD remasters with widescreen support and other optimizations. There was a...

Did they remove tank controls? Let's find out.

I don't believe so. So trophies and achievements, sure, which are in the PS2 emulated version. Saves are stored on the hard drive.

There are minor graphical changes including high resolution menus and textures.

So it's really just some polish. It doesn't sound like they removed tank controls based off whatever here. It's just... it is a different version than what we played, which is interesting that I didn't really hear about it until final prep for this show. It's kind of funky that it's a digital only on those consoles never brought forward in any manner. Very much so.

The game originally released on February 3, 2000 for Dreamcast. The later versions, we don't have release dates for those because it doesn't really matter. The game was directed by

Hiroki Kato, the producer. King himself, Shinji Mikami produced this one. And then the music was

was done by Takeshi Miura, Hijiri Anze, and Sanai Kasahara.

The Metacritic score on this one was quite impressive on the Dreamcast front when it first released with a 94 out of 100.

The PS2 re-release was an 84 out of 100.

And then you also put the GameCube one here, and I won a, which scored at a 62 out of 100 aggregate score.

I would like to note though, the GameCube version re-released much later than the other versions, I believe.

And if you go look through most of the comments from what people said, they're like,

"This hasn't aged well, this isn't good."

Because it would have, I think, re-released after Remake came out, RE1 Remake, I believe.

- Okay.

- It would have been part of those wave of games that they brought to GameCube when they re-released,

obviously RE1 Remake, and then they also ported over 2 and 3 and this.

So I think just by comparison of where the series was heading and how it was getting better, people were like, "This sucks now!"

- Yeah, it was shocking to me, actually, how harsh some of the critics are. Yeah. It's yeah, well like G4TV gave it a 20 and the quote on it would have been a one out. It would have been one of the five. Yeah. In the end, it's almost physically painful to try and wade through this game, especially if you've already played it in its previous incarnations. It just seems so harsh for something like the the mindset critically around this re-release was if it's not new and updated and fresh it's old and outdated like we it seems like the community quickly discarded old games. Well this this explains why RE1 Remake was done within a span of like what five years? Like that game was remade very quickly like nowadays if somebody would if I mean it kind to happen most recently this past year with The Last of Us which got a remake what nine years after the original release of the game and people were like this is ridiculous this is asinine why would Nani Duck do this? And now back then Capcom was like we're remaking the first game and everybody was like yay this is a great choice good job Capcom so it's an interesting look I think that review score is not reflective of the game itself no because it doesn't seem like like it's like a poor port of it on GameCube. It is just the same game. And outlets are just like, "It's the same game!" And it's not good by comparison of what we've had the past couple years. So don't play it. But yes, the original game itself was a 94 out of 100, which makes this, I think, maybe... is this the highest game critically in the whole series? I mean, I'm bringing this up now and we'll bring this up again on the RE4 remake episode. That game I know is clocking in at a 93 out of 100 right now on Metacritic. What was the original Resident Evil 4 though?

On PS2, the original Resident Evil 4 is a 96.

Okay, so Resident Evil 4 still is top dog.

And I know Resident Evil 4 is a 96.

So yes.

And then the remake is a 93.

But it is in this upper echelon of course with the Resident Evil series.

I'm surprised that the X re-release for PS2 scored so much lower.

It just added more content.

I think again that's probably a sign of "oh it's old, we've been here, we've done that"

and it's interesting to see that, you know, some 20.

Resident Evil 2 remake has a 91.

Resident Evil 1 remake has a 91.

So this is like, those are the ones that all eclipse 90, I think is RE2 remake, RE1 remake,

RE4 remake, and then this.

Those are like the top 5 most critically acclaimed.

And I would agree with the 94 kind of range for this game.

I mean I think that's very high to be honest.

I obviously want to get into you and I want to hear your thoughts on this game.

I would like to briefly state what I do like about this game though and I want to see if you come in with a similar perspective.

The reason I like this game, especially upon replaying it and revisiting it, is I think it hits on all the great notes of what I like about Resident Evil as a whole.

It is schlocky, it is... all the puzzles from the old school Resident Evil type are very much in play here.

It has all the old school elements of the series, obviously, which are core to the franchise and are still present in some capacity.

But it is schlocky B-movie horror mixed with over-the-top action.

I think of some of the sequences later in the game where Wesker's fighting Alexia and Wesker...

The whole end of this game is Wesker and Chris fighting for a five or ten minute cutscene and then Chris flies away in a jet.

It's just so over-the-top and stupid.

I just, yeah, oh, and then the third element of what I really like about this game is the back story and the lore and the continued fleshing out of this world and how Umbrella came to be and who are these important characters and what is up with these twins, why are they

here, why are they important.

Like this storytelling that is done via text logs in the game and via, I like gathering those details in all of these games and that's become really apparent to me the more we play play these games over the course of the whole season is I think some of the best storytelling in these games are stories that get fleshed out via the documents you find scattered around the world and you piece together like what it actually is going on and why the characters that are presented in certain ways are acting the ways that they do. Like Alfred in this game you never really understand why he has the behaviors that he does until you get a little later in the game you're reading some of the documents that like describe how his father reviewed him and stuff and how he wasn't the perfect of the two twins he was not the perfect one it was Alexia so he was like very protective of his his sister and stuff anyway it just hits on all the notes with b-movie horror over the top action and uh the storytelling I think they're in perfect conjunction with this game um and I think that's what makes it good especially for the old style of Resident Evil games here.

This game has the best story that we have played so far.

Yeah!

It is...

Hold on, I gotta ask this.

Do you now like Wesker?

Wesker's incredible.

God bless them for bringing him back.

I get it now.

Because before, he's in Resident Evil 1, and then he's just like, "I'm a bad guy," and then "dies."

Quote unquote "dies."

He reveals himself very late in the game and then it's just, you fight Tyrant and it's basically over.

So you don't really get to understand it.

But now I get it because they just decide to retcon that and they do that with this

Wesker report thing that was like an included bonus DVD for pre-ordering or something, which I've watched and it's hilarious.

They just roughly chop in scenes from the old games and Wesker narrates what he was doing.

Like, he was the one that saved Ada from falling in Resident Evil 2 or something, but he's He's also the one that made her fall.

So he's like doing all this stuff,

he was in charge of Hunk and all this stuff.

So it's just super silly.

I actually, a funny anecdote is it seems that the director, Kato Kato?

- Hiroki Kato? - Hiroki Kato.

He, in one instance, claims that he just wrote that while extremely intoxicated.

So like the Wesker Report stuff

is just totally made up on the fly, it seems.

- That's great!

I love like it is yes why the twins are just God tier Kojima style characters that's what I love about this it's so he's like the the idea it's Alfred right is the brother yes yeah Alfred at first I thought had multiple personality disorder but I just does I think if they remade it that's what it would be described as instead of just a cross-dresser, which is what is in the game. That does feel a bit dated.

- I think Claire even says something.

- You cross-dressing freak! Yeah, that feels extremely outdated today.

- Yeah, not 2023.

- At first I was like, "Oh my gosh, there are no twins. It's multiple personality disorder."

- Oh, no.

- Like, that's...

- That's why I was being very careful when we were midway through the game. I was like, "Have you gotten to this scene with Wesker yet?" And you're like, "I think so. This happened." like, you've not seen what I'm referring to, so I'm not gonna say anything yet.

And then you get to the midpoint of the game where the disc would switch over and you find out that Alexia is in like a cryotube and at that moment I thought that Alfred was growing like a new version of his sister but through those documents you're talking about she injects herself with the queen, the T. veronica virus, which is just the stupidest name for a disease ever.

It's named after their great ancestor of their lineage though, the original Ashford.

Which is so good!

So she's been in like a cryo state for 15 years to become like this queen ant monster thing.

Yeah, you read her own research documents and she's like "Oh I'm gonna inject myself

with this but I'll have to go to sleep because it takes a long time to implement so I'll to be in cryosleep for 10 or 15 years so that my powers can develop."

And why does she come to that conclusion?

Because they decided to experiment on their dad who is one of the bosses that you fight.

So there's this tragedy.

She's a big man with an axe down in the basement.

But also silliness to it all that is just, it is a perfect marriage of all these things.

And it's a world and a lore that I want to be immersed in.

And then you've got their father who has ties to Umbrella, their mansion layout which is similar to the play out of the Spencer Mansion itself, their father and his relationship with Spencer.

You learn that Spencer is not this important of a character within the larger Resident evil history as you once thought because the real machinations behind what Umbrella would become more stemmed from the Ashford family and their own research and things like that. Spencer kind of co-opted a lot of this for himself.

Yeah, it is wild and so much fun. It kept me engaged from start to finish and it's a story that the series really hasn't matched up to this point as we've been playing.

Get now where a lot of the goofy

Stuff we see later

I think right now like village the fact that Ethan's hand gets chopped off and then can just be reattached

Like that's a very goofy thing that makes sense within the world I suppose

But I feel like it really truly starts here. I feel like

Because the formula this is the first game after the Raccoon City incident

So this is where the scope finally starts to broaden to where it then starts to become like a world travel

Video game series because then you've got four which is in Eastern Europe Spain. You've got five which is in Africa

You've got six which is all over the world

This game obviously in Antarctica like this as soon as they got out of Raccoon City. They're like cool

We're traveling the globe now and we're gonna explain how umbrella didn't only impact Raccoon City, but the whole planet as a result

It's um, it's so much fun. It is

The most engaging thing and I think because the formula of Resident Evil is so established by this point, right?

It's been going on for five six years. I think at this point. Mm-hmm

That's when they could spread their wings and narratively and like you said they've left raccoon city

So they're spreading their wings there, but also they can just start creating these crazy

Worlds and lore I feel and then you have to think of what was out at the time

What was out while this game was in development?

Metal Gear Solid was out

Ocarina of Time not saying that like they're copying Zelda here, but I do see a lot of Metal Gear Solid in this game narratively structurally

The flow of the game the characters the places I even wrote in my notes a little

Castlevania more the backtracking kind of acts aspects of it a little bit of the sound

There's like a lot of secrets in this game more so than the others that you could unlock like I if you never take the

Like I think about the first guy that the Claire comes across to who lets her out of the jail cell like if you never

Take him the lighter

Then I don't or if you never take him the medicine the medicine

Then I don't think you can get the lockpick and I'm pretty sure you can just

Continue on through the game without ever getting that stuff

Yeah

But you give you give him the medicine to stop the bleeding he'll give you the lockpick and then he later gives the lighter back

to Chris which allows him to get the submachine gun. There's a lot of things like that that

you would just never unlock unless you kind of knew what you were doing or you took the

time to backtrack I guess I should say.

- Yeah, it is, it's a game that clearly, the series was in a super mature state at this point in this original incarnation of Resident Evil and we see that I think extremely polished and masterfully done here. And then it also makes sense that this was the last new game, so to speak. I mean, I get there was the remakes and re-releases, but the last new game before Resident Evil 4, which was in development at this time as well. And Resident Evil 4, obviously, as we talked about, went through so many different design iterations before what it landed on originally. So it is its peak.

We've been talking a lot about this story, so I just want to kind of wrap this up, but There's a lot of things I want to dig into.

First off, to take it back to Wesker, we talked a lot about, like, we didn't talk much about Claire and Chris's role in this game because I really don't think they have much...

I don't think they have roles, really.

They're just kind of the conduits for you to go through this story in some ways.

Like, Claire's introduction into why she is here is actually kind of strange.

She's just like, "I'm in an Umbrella facility and now I'm in jail and I'm in Antarctica and I'm just going to unravel this whole mystery of what's happening around me."

And so there's not as much compelling thrust behind, I would say Claire specifically, Chris kind of plays the role that she plays in Resident Evil 2, which is "I'm fighting my sister!

I need to look for my sister!"

I do like though, early on in the game, she's like "I need to send a message out!

I'll ask Leon for help!"

I'm like "Oh!

They're all in contact still!"

Like I forgot about that.

Yeah, where she sends the email.

And that's how Leon gets in touch with Chris, which is what sends Chris to the base.

So they're like all homies now.

It's great.

But yeah, I don't feel like there's too much to say about Claire and Chris specifically.

But I did want to go back and touch on Wesker because I love that Wesker's involvement in this story is he just shows up and they're like, "Wesker, what are you doing here?"

And he's like, "I work for a new organization now."

It's like, "Well, who?"

And it's like, he never says anything.

He's just like, "I work for another organization and I'm here to get the virus from..."

The T-Veronica virus.

"I need this virus so I can leave" and blah blah blah. It's like, okay?

So he was working for Umbrella and now he's working for another unnamed organization and then he ends up getting like, Aida to work for him in the future and it's

It doesn't make any sense. Like they just throw Wesker back in for the heck of it

and then they never really explain like, like he has goals and things but there it's like

his true motivations are never really known other than he's just like, "I want the virus" and that's it.

And that's kind of, I kind of like how generic that is. Like, it works very well, actually.

Yeah.

That he just, a very one-note character, like, "Give me virus for my, for my benefactor that has hired me."

So here's my thing about Wesker, particularly just in this game.

I like everything that they're doing with him. It's great.

My question though is, is why is he on the box/start menu?

Because he doesn't show up until like half way through the game.

Yeah like a third of the way through the game I feel like he appears the first time.

I wish he wasn't on the promotional material and it was a true surprise.

Yeah.

Because I think that would have been great.

Because I wrote in my notes I'm like where is Wesker?

He's on the screen but I'm about 50% in this game and he's not here.

And then he shows up about that midway point the base is about to explode, Claire's got leave type thing and he has superpowers and red eyes which are not explained in the game at all

it's just like oh wesker now is like a cat man it's just so crazy he's got superpowers baby yeah

i like i like that every scene he shows up into or i feel like he mentions this like two or three different times in the game like i know he does in the first scene

where he runs into claire he's like your brother chris i hate chris

He just keeps mentioning over and over how much he hates Chris the whole game.

That results in their big final battle at the end which is so over the top and so good.

And I texted you this after we both finished and I was like, "Max, we made the right call with how we ordered the season because this sets up Resident Evil 5 so well."

Because Resident Evil 5 is absolutely just the Chris vs. Wesker game.

I'm so pumped now.

It's very vital that you play this one beforehand because yes, Wesker's hands, everything that happens in this game as Fallout, it goes directly into 5.

So the sequel to this game is 5 pretty much.

And didn't you say, you told me before, 5 has DLC with Chris and Jill reuniting.

Yep, and they go after Wesker.

Oh my god, that's gonna be so good.

Like, that gets me amped for these games, man, because

it's that goofy, just engaging rivalry,

Japanese storytelling that we're getting here with like this American action flair, and it's so fun.

And that's why we're playing this, because it's fun.

But then there's the- I'm pumped.

I think the best part of the game by far, and the best moment in the entire story,

I was looking forward to you seeing is the moment where obviously Wesker is aligned with Chris and Claire to some degree because he wants the T-Veronica virus which means he has to go up against Alexia who Chris and Claire are also going up against.

So the best scene in the whole game is where all of the characters merge in the one centerpiece

of the mansion.

Which is just like the Spencer mansion.

And then an all-out brawl starts.

Well, all out brawl, it's more like Chris is hiding.

Well, Chris is hiding and Alexia and Wesker go at it and Chris is just kind of staring in a corner watching this unfold and it's great.

It's so fun.

It's one of the greatest fight sequences choreographed in old school video games.

And then Wesker just leaves.

He's like, "You can handle the rest.

Goodbye."

Yeah, he just runs away.

I do think this is a good spot to mention one thing about the visuals in the game.

I know this isn't our graphics particular discussion, but there are two types of cutscenes in this game.

There are the in-game cutscenes and then there are the CGI cutscenes that were pre-rendered.

And in the year of Our Lord 2023, the in-game cutscenes hold up way better than the CGI cutscenes.

And I know CGI was so cool back in the early 2000s and that's why it was exciting to have all this stuff, you know, Claire running through a secret base in Paris or London, whichever one she was at, I forget.

But you know, that fight in the helicopter.

Getting dumped at Antarctica.

Yeah, so there's some silly CGI cutscenes that just have not aged well visually, but I really do like the in-game cutscenes and I kind of wish those had stuck, like those were more prominent in the game.

Obviously if this game is remade, that won't be an issue, everything will be the same level of asset and visual fidelity across the game. But that was something I noticed there because that scene is so great and I think if it was a CGI cutscene, it would diminish the awesomeness of that particular moment. I even think there is a little CGI cutscene, correct me if I'm wrong, with Alexia walking down the stairs and she catches on fire and turns into... I think it's when she first reveals her true form or whatever.

Right, but that is a CGI cutscene where all her clothes are burning off, right?

Yep, yep, I think so.

Yeah, see that didn't age as well, but then her walking down the stairs in game before the fight holds up still to this day.

So an interesting thing 20 years later.

What did you think, I just gotta know, what did you think in that moment when that happened and you realized that that fight was going to break out between those two?

I was just like, what's happening?

Like it just kind of soaking it up, like she's on fire all of a sudden.

Yeah, because it's where she reveals her true powers, like she's not just a lady who controls a big tentacle that blasts out of the ground non-stop.

'Cause that's all she'd really been up until that point.

She reveals her true form and her true powers, and then Wesker's like, "Okay, now I will fight you

"with my fist and glowy eyes."

It's pretty cool.

- It's a great moment of this game.

It's one of my favorites.

As far as, we talked about a lot
of the story character stuff here.

I don't know how much, did you have anything else
you wanted to say about Chris or Claire,
specifically, too much in this?

- Those two, no.

- It's nice to finally have them come together,
I guess I will say, following the events of 2.

And I feel like it's nice to finally have Chris get thrust into the spotlight a little
bit more, especially because everybody feels like RE1 is...

A lot of people think RE1 is Jill's game more than it is Chris's.

I feel like if you asked Resident Evil fans that, most would say Jill's is the more iconic
of the two runs in the original Resident Evil.

So I feel like Chris finally gets some time in the spotlight here and it's good.

Like I said it sets up five well.

Sets up his presence in the larger series because he's really like the main character
of the series to some degree.

Well he's one of the lead cast for sure.

He's in one, he's mentioned a lot in two obviously, and then he's in this, Code Veronica, and
then he's in five, he's in six, he's in seven, he's in eight.

Is he in seven...

He shows up at the very very end, remember?

He's like "I'm Redfield."

Oh yeah.

And then there's the DLC with him.

And the DLC.

And then obviously he plays in Village for sure, that is the big part.

So he's in more of these games than anybody else.

Yeah.

Huh.

We need to talk about one character in particular.

Yes we do.

This is why I asked if you wanted to say anything else about Claire or Chris before we bring up the one other character that we have not touched on yet.

Steve is the lone bad element of this, well he's the sore thumb of this game.

He's very very very bad.

And he definitely sticks out like a sore thumb.

He's the worst character in the Resident Evil series that I think we have encountered so far.

Oh, Barna.

It's bad.

There are some bad ones in 6 too, so prepare yourself for that.

But yes, Steve is absolutely the worst character I think we've seen in the series.

He has like a total brat vibe early in the game. Like a "hahaha give me a cooler gun and then I'll share these Lugers with you. Hehehehe chase me pretty lady." But really quite frankly, Steve's creepy. Steve-

Yeah, Steve's got like rapey vibes.

He's totally cool raping Claire. Totally tries to do it on the plane. He relea- this is- I'm gonna read this-

Here's the weird thing is like Claire then acts like she like loves him at the end of the game when he dies or doesn't die I don't know whatever

Wesker steals his body it's so weird it's weird this is what I wrote this is

verbatim Logan Steve releases toxic gas because he is checking out that ass like he's the worst he literally puts them in danger because he can't stop checking Claire out it's he's it's a really bad really dated writing I honestly feel like it would be pretty cringe back in 2000. He is, a lot of the reading I wrote is he was designed visually after Leonardo DiCaprio, which I guess he's like got DiCaprio vibes visually. The influence of Titanic.

Yeah, so I guess he also, his hair changed between Code Veronica and Code Veronica X, probably more to adapt to that.

It's just, Steve is rough, really rough.

- Well, he has no character, his whole character is, I wanna make out with Claire, and then randomly, out of nowhere, they try to give him some depth of some sort when he blows away his dad.

- Yeah, he annihilates his dad, who is, by the way, right next to Claire, it's a miracle she wasn't shot.

- Who is, by the way, on top of Claire, and then he unloads full clips of two submachine guns into him.

- Ta-da!

- It's really goofy there.

- But that's also kind of why I love these games.

It's like I see that, I'm like, what's going on here?

- And then his death, you know, the transformation into a big, green monster, and his quote-unquote death before Wesker, I guess, somehow kidnaps, takes his body away.

I feel like he's like, "I love you, Claire."

Which, by the way, there's no time for love

to develop in all of this.

All this is like, what he really was saying was,

"Claire, you're hot."

I think-- - But then Claire is like

boo-hooing her eyes out, is like, "Oh, Steve, Steve!"

It's like, okay. - Yeah, it's, whatever.

- If they were, oh, I'll say this.

- Steve would need to be majorly reworked in a remake.

- Yeah, I was gonna say that the way

that I would compare this is, again,

we have not played RE4 remake just yet,

but I do know in that game, is it Luis, Luis?

He has been added to the game more prominently,

and that's just based on all the trailers

and stuff we've seen.

He's in sections of that game

that he is not in in the base game.

So they have given him a larger role.

And with this game, I think they should give Steve less of a role if they were to go back and remake this one.

I think they should do the opposite.

Because he just, he's atrocious.

Like I don't want him, like every scene he's in is annoying.

He's just, yeah I just don't understand what sort of purpose he serves.

And what sucks is so much of his, so much of Claire's time in this game and her sections center around him.

Like once you get to playing as Chris about two thirds of the way through the game or

so like Steve's kind of out of the picture for the most part which is nice.

Thank goodness.

And then Chris's whole task ends up being you know getting Claire and saving her and stuff but a lot of Claire's section hinges on Steve and it's not good at all.

harsh and I think but I do have to say the fact that we love this game so much despite the blight that Steve really is on everything speaks to the quality of everything surrounding him that he can't even bring it down that far you know he kinda gives me a little bit of Johnny vibes for Metal Gear Solid 4 where it's like I'm pooping in the in my outfit kind of yeah time to marry with Mariel

- Yeah, time to marry her.

- Last character I did wanna bring up quickly is Alfred,

'cause I feel like we've talked about Alexia

a little bit more than Alfred.

Alfred, I think, is very over the top and very,

like conversely, like I would say both Steve and Alfred

in this game are over the top and just kind of like,

the characters that stick out is like,

what is going on here?

But Alfred works. - I think Alfred's better

now. - Yes, Alfred works

because Alfred comes across as a crazy person,

but at the same time, he's been holed up

in this Antarctic castle base for the past 10 years alone,

protecting the cryosleep tank of his sister.

So him being a little psychotic and a little,

(laughs)

like he has the whole game, I think plays and makes sense.

- I like Alfred and I like that he,
I like through a lot of the supporting documentation
and stuff, you can tell that he's kind of,
yeah, he kind of struggles playing second fiddle
to his sister, but he also submits to her
'cause he knows that she's the superior twin.

- I wrote early on, "Creepy twins give me Lannister vibes."

- Yes. - Like, it's almost
a creepy love for your sibling type angle here, which probably could be fleshed out
in a remake as well, more to that type of thing. He's really good. He's a really good
character here, and I like it a lot. He's a good character for the first half of the
game. He would not hold it up throughout the whole game, which is why his sister becoming
the primary antagonist. Which is a good switch. It's all very good, a great moment. When we
We saw the Resident Evil movie in theaters, there was a point in that movie where they
teased the twins and I was like "Oh!

The twins!" and you're like "I don't get it."

And I'm like "You're a code Veronica!"

I'm like talking about it.

Like now you know why.

Yeah, I get it.

I would be very excited to see them show up in future things as well.

Because they were like, weren't they, doesn't it explain in the game that they weren't born
of like, they didn't have a mom, they were like, yeah they were like, they're test tube
babies.

They're test tube children made by their father.

Yeah, which is that he was trying to more creepy funky layers. There's so much. There's
so much cool narrative depth here. Just silly, crazy ideas that are put out.

Last story. Last story moment I want to ask you and then I want to kind of start breaking down the world and gameplay and stuff like that. How do you feel about Chris's introduction in this game? Just scaling up the side of a cliff.

I got some, again, I don't know when this movie would have come out, but Chris, why was the bag not cross-strapped? You know, that's what I want to say. Why was the bag not cross-strapped? What bag? He has a bag while climbing, assuming he's carrying all his gear, and then he drops it all into the ocean, which explains why Chris has a nothing when you get up to the top. That's right.

- He's a Starz member, should've been cross-strapped, all I'm gonna say.

I got very big Mission Impossible Tom Cruise vibes from this.

Now, Mission Impossible 2 would've come out actually later that year, May 24th of 2000.

So it's not a direct experience.

- Maybe Tom Cruise showed Capcom a screening of the film.

Yeah, yeah.

- There's big Tom Cruise energy.

- I just like that that's the transition.

It cuts from them being in the snowmobile but getting blasted by the tentacle and then the next thing you see is Chris climbing the side of a mountain.

I like that Chris misses them by moments.

He shows up right after the base is blown up and Claire and Steve have just left.

So it's just this total mismatch, miss of everything.

That's another great thing about this game.

I mentioned that like in the same way that like in every Bioshock game there's a lighthouse or whatever, there's always a lighthouse.

In Resident Evil there's always a self-destruct sequence and in this game there's two of them.

It's good.

It's very good.

There was one thing I wanted to say about Claire that just came back to me.

Her design in this game, I think again the product of the times, they just for whatever reason gave her a crop top.

"I got a belly button in Antarctica."

I'm like, that feels pretty dated, 'cause her design--

- Well, she was in Paris, come on.

- I guess. - Or wherever she was.

- But that feels pretty dated, especially I think her design in Resident Evil 2, even the original, is just more iconic with the full jacket and just the look.

So I would be excited to see her cooler design, quite frankly, come back in a remake as well. she did feel a bit dated in this game visually speaking.

How did you, um, this can kind of get into more of the structure of the game and we'll talk about the world and stuff like that, but to kick off that discussion, I did want to ask you of these older games, this is one of the ones outside of three that doesn't have dual playthroughs, but it still kind of sticks close to that model by putting dual protagonists in the center and they still traverse the same avenues and stuff like that. Not only that, but there's stuff in this game like if you don't pick up certain items as Claire when you're running through, you can pick them up later as Chris and things like that. There's a lot with this game's structure and how it's designed that I think is cool and it is a natural evolution of the dual character runs that you can play from the earliest Resident Evil games. How did you feel about that this time around? Especially

because I know we have not been playing the alternate campaigns, or at least in just Resident Evil 1. I know we did it in 2 Remake. But yeah, how did you feel about that sort of decision here? Because it's clear that that decision with this game is, stems from what they did in the previous entries. Yes. This is exactly what Ricky alluded to us in our Resident Evil 2 episode. They fix the problems that I have with these dual protagonist runs that are separate and not having the world feel lived in. The same, occupying the same space. This is the same space for both characters. And it's actually super cool that when Chris comes to the first island, it's in the destroyed state. So you're familiar with where to go, but avenues and paths are blocked off because of the destruction. And if you do leave items behind as Claire, Chris can get to some of them. If you kill the worm as Claire, my understanding

is you don't have to fight it as Chris later. That may not be true because the other guy still, well no, he would just die I think. I think what I read was he just dies of his wound or something. So it's interesting that the world is lived in and feels like the same space for both characters.

It's also important the items that you drop in the item box. I screwed this up actually, but the items that you drop in the item box before you go fight the, the zombified version of their dad or whatever with the sniper. Like if you happen to be carrying the grenade launcher, cause that was the thing that screwed me up. I had the grenade launcher on Claire in my run. And so then as Chris's run, I was picking up all these, all the grenades and acid rounds and stuff. And like, I'm like, I can't even use it cause this is all on Claire at the moment.

- It's super cool and super smart.

I will say I played with a guide.

I just was like, it's old.

- I did too.

- I just wanna breeze through this.

So the guide gave me that heads up and whatnot.

- I did as well, yeah.

Because it was one of those ones where

we've been playing these games.

We've been playing these games on a bit of a time crunch too

or not a crunch for time necessarily.

But I wanna make sure that I'm moving through them

at a good pace.

So that's kind of why I've been consulting a guide

while I play through.

- It's, I really love that part of the world design

and reusing spaces and having destruction be a part of it.

It truly feels alive.

It's probably the most alive place in these old games

that truly feels connected.

- Yeah, I think all these games have always done

really phenomenal jobs of their locations.

Their locations, I think, are what set these games all apart.

Actually, I'm looking at my notes.

Here's a great example of this, I think,

is when you're Chris, you have to go get the army proofs

that Claire uses to get the jet.

You have to get them to unlock the secret lab or whatever.

And so it forces, you know where you have to go,

so you have to navigate back through the world,

but solve some puzzles a different way

because things have changed.

- There's a big hole in the ground now.
- Yeah, it's strategic and makes old spaces feel new.

And I really loved that and the objective was clear
and just, it's so good, great design, great, great design.

- I remember there are things, like I said before
about the items and stuff like that,

like I remember seeing certain items,

I'm like, I don't know how I can get that.

Like how do I reach that?

How do I get there?

And then like I go back through later

and like the environment's slightly different.

Like I think of one of the,

one of the briefcases that's trapped behind the cage in the Antarctic base near the end.

I was trying to get that as clear. I'm like, "I don't know how to get this. Maybe later

I'll try to come back." And then as I go through with Chris, it's destroyed. It's like, "Oh!

Well, there we go. Now I can get it." So stuff like that.

It's good design. Good world design, for sure.

How do you feel about all the different locations in this game? Because we've got the opening

jail/military base, which kind of then leads to the Twins Palace, and then we've got the

house and the final Antarctic base where everything takes place there at the end. How do you
feel about

the different environments in this game and kind of how they play off of, especially the final

locale, how it plays off the Spencer Mansion and stuff as well, which I know we've already
talked

talked about to some degree. military base is an interesting start. I think I thought

I thought the palace was going to be where we spent most of our time. And you do spend

time there but really you bouncing around places quite often there's even a submarine

for some reason that connects to like an underwater base. But did you like that the military base

is established as like the main military base where all the umbrella people train including

- Did you find that document?

- I found a document from Hunk, I believe, yes.

- And I think he mentions the military base

and how he used to train there or something like that.

- Okay, that's super cool.

See, cool world building.

So that's cool, I like that palace

'cause it immediately gives you that Resident Evil vibe,
but it's not creepy.

And then the house on the hill is creepy.

But I think we don't spend enough time there.

- In the house on the hill?

- Yeah, it's go upstairs,

do secret puzzles in the bedroom come downstairs.

- Yeah, and then you go upstairs

and there's the carousel or whatever up there too.

And that's about it.

- Yeah, I feel like there's potential in that house
that wasn't tapped into.

And then Secret Antarctic Base,

like with Spencer Mansion slightly recreated in it,
it's cool and goofy.

Cool literally 'cause it's Antarctica.

So I'm fond of it.

All these places feel good.

They're contained, not too expansive.

Easy to remember where you need to go.

The map is actually sorta useful-ish, kinda.

Probably the first--

- Especially for one of the older ones, yes.

- An actual useful map, so appreciate that.

I like it.

It's a good world that feels properly fleshed out

without being too cumbersome.

I like the final Antarctic base, like it hasn't been blown up yet so the reason they explain how things are different when you get there with Chris is just kind of like that Alexia has taken control of everything and has done some remodeling to some degree and that's how things are a little bit shaken up over there.

I will say I don't think there are as many specific iconic locations in this game compared to some of the other ones we've played.

There is no equivalent of the police station, there is no Spencer Mansion.

It's a lot more interconnected than I think some of the other Resident Evil games we have played are.

And you are backtracking more often and you are traversing the whole world in this game a bit more than a lot of the others.

And so in a lot of ways that makes it much more unique and you feel like you are covering a...

Like when I just say where this game takes place I just think of Antarctica kind of broadly.

I don't think I don't have one specific spot in mind, but I think that's

Different like to the game's benefit like you don't need a one-off

location in every Resident Evil game if you really

in a way

kind of similar to re3 where re3 really is just

Raccoon City and then a hospital underground base like two separate locations

So and these games were being built and made at the same time. So there could be some crossover there

I think this is a better world in an exploratory sense Resident Evil 3 is very much beeline straight through

Not really exploring spaces, but this is a very good just explorable world in in that scope without being too big

Coming off of like the world design. I wanted to also ask you about the gameplay in this one, which is

old-school Resident Evil for the most part but

What I specifically wanted to ask you is if you can clearly see how Resident Evil 4 came after this.

This game, more than any of the others, lets you do combat pretty regularly and I don't feel like you're ever strapped for ammo as much as you are in some of the other games.

I didn't know if that's how it was in your own experience, but I do know I got to the end of this game and I knew I was heading into the final boss fight and I looked what I had in my item box before I went to go fight the final boss, and it was a whole lot of ammo that I was sitting on for all my weapons.

And I was not using my weapons throughout the game, too.

I was pretty heavily firing away at zombies and other enemies whenever I saw them.

So it wasn't a situation where I was trying to be conservative.

But this game, and this is a progressive change that we see in all these games, too.

I know we didn't play the original Resident Evil 3.

But that game had a larger focus on combat as well rather than being more survival based and you still have to be careful with how you allocate your resources.

But yeah, I guess broadly when it comes to shooting and killing zombies and stuff in this game, did you find that it also, it very much pushes you to use your weapons, go nuts, we're going to give you ammo pretty regularly in this.

Yeah, absolutely.

I wrote down this is definitely the most actiony old school Resident Evil game and it makes sense that four is the next step from this, embracing that, but giving us that over the shoulder camera angle while maintaining the tank controls. So it's a logical next step up. It definitely is. I see that and felt that, experienced it quite a bit. I will say though, I thought the weapon variety was not great. I think we're, I'm starting to get bored of the tried and trues in Resident Evil. I think the bow gun was pretty cool, very fast, it can hold infinite number of ammo so they're never reloading. Oh yeah and you can stack it all. Yeah. So you can have like 400 rounds at a single time and you don't have to. Yeah. The bow gun is cool. I think the grenade launcher in this game sucks. I think the arc of the shots, like they botched the grenade launcher.

I think the shotgun is fine.

The grenades work well, but I don't think the flame rounds or the acid rounds work very well.

Or the, there's gas rounds too, I think.

Yeah, it just, I wasn't feeling the weaponry this time around.

Also some guns have a percentage of ammo instead of...

That was odd, and I found myself not wanting to use them because I was worried I'd run out and then I get to the end and I almost have 100% in all of them so that was that was an interesting mindset. But with those guns you can you can shoot two different zombies at the same time which is really cool with those which is awesome. Dual wielding type energy very dope I like that but I guess because I was scared to use them as a limited percentage

item I didn't really get to experience that a lot. But replaying the game you would know that you could do that, I guess, because you're never gonna be...

like that's what I was saying, this game is...

'cause it took me a bit to realize that while playing this game is like, "Oh, I'm

not running out of
ammo, like I'm not even
pressed for it, so I'm just gonna start
using it pretty
freely here, 'cause I think I'll be fine and I'm nearing the final phases of
this game."

I did notice
there aren't a lot of bosses in this game.

There's not a lot of boss fights.

And some of the ones that are presented are optional as well.

The spider was optional?

The spider is one you can avoid.

I think of the, uh, when you go down into the, like, dungeon basement area where the
plaque is in the water and then that, uh...

Oh that electric...

Yeah!

Cause I just ran in there and grabbed the plaque after I couldn't hit the darn thing.

And then you can just turn around and run back out.

Yep, you don't have to fight that either.

It's...

I don't know how I feel about it.

There are cool bosses in this game, I'd argue.

The dad zombie, I wrote the name down here, the Nor...

Nosferatu?

- Nosferatu.

- Nosferatu.

I think it's actually a really iconic Resinua villain.

The design of it with all bandaged up and tentacles and a big axe-type energy.

Cool boss design there.

Tyrant, of course, shows up.

like just for the sake of Tyrant. A little recycled. Yeah I think this is the last appearance that Tyrant makes.

And then of course Alexia and her... You've got the stretchy arm dudes that show up.

Oh the Bandersnatches! Yes, which are very annoying. Annoying but unique. I appreciated a little bit

new variety there. And they can jump up on different levels and that happens at multiple points in time. That's pretty scary in that accent. So cool, neat, but not a lot of boss fights. There's of course you run away from Monster Steve, which is, which is horrible. It's a bad segment because you basically have to go into that section with health or else you will die. You have to have two health items or get extremely lucky. And there's I don't know how you can outrun it to be honest because I tried it and I died like twice

Yes, I just have to burn through my health here. So that section sucks. It does suck. It's and then obviously

Alexia and her fun fight and she gets all

No, I like I don't think the final fight is fun I well I'll say this

I like blowing her up with the bazooka energy gun thing who does because it the second you it happens

it immediately cuts to CGI.

- Yes, but that second, the second phase of that fight

where the little bugs are just hounding you is obnoxious.

- I will say I did not have much trouble with that

because I had-- - Done about seven times

in a row.

- I had, oh, I did not die at all on her.

I had full Magnum ready to go primed.

- Yeah, I shot her with the Magnum.

But those bugs, I ran, I would run it,

I had like six shots of Magnum run out of that and the switch to the AK or the whatever machine gun

I had I had my grip. I had like 12 grenade launcher rounds. So I was just like

But those bugs kept killing me man. I actually looked up a video and they were like you just got to shoot her

Don't worry about the bug. Yep

And I tried I tried two strategies of ignoring the bugs and shooting the bugs and both were failing up to that point

but I was like, alright, I'm just gonna shoot her forever and I

Stuck with the strategy I saw in the video and it seemed to work

well, it did work because and then I ended up winning but man those bugs suck and

That fight needs to be reimagined as well. I would think that didn't give me a problem

Fortunately, I did kill her the first time so just dawned on me

Was Claire poisoned in your run?

Yes by the stupid mall this which I hate

But no, no, oh the moths suck. No, no, no was she poisoned by

Nosferatu no, I

Was reading about this apparently if you get too close to him in that fight he poisoned you

Yes, and then Chris has to go get an antidote. Yes, which is referenced in

Pickups and collectibles. Yes, it is and it is in the basement section and I was actually

Looking for that because I knew about that

I was like, why am I not come why can I not find this and then when I?

When save Claire it was just like oh, she's fine. So yeah

Yeah, that's another optional section of the game. I think that's a really cool touch and it directly impacts

Narrative and performance of the game again connecting the world and it makes you want to ensure that you do a better job

As clean that boss fight on top of the like helipad or whatever you're fighting on there a bit too foggy up there

a bit too focky. A little bit. You can definitely see the Metal Gear Solid influence in that fight for sure with the sniper rifle and yeah that's the Metal Gear Solid 1 vibes absolutely. But yeah there's not a lot of bosses in this game like you're saying which I think is kind of interesting because it is so action heavy. So it is different in that regard. I gotta say I hated the moths and the spiders in this game. Moths are atrocious, they are obnoxious. Because you can't aim at them. They hover in an area that's between shooting at mid-range and shooting upwards. And so you never know exactly how to shoot them and then they can just latch onto your back and it's very annoying in that regard. And one time I killed all of them but was had one of their little babies implanted on my back and so I waited in the room for it to hatch so I can't walk in the next room and then when you go back in the mall the moms are back so it's just a really bad section there and that's it's frustrating yeah that was a lot of stuff I did not like that section for sure I don't think there's anything else to say gameplay wise though I mean did any puzzles stand out in this game to you and uh... oh! I mean I gotta ask about it. This is your true tank control game. What are your thoughts? At first I was like this is atrocious get me out of here this is gonna be the worst game we play. Cause it's just tank controls dude. They have not aged well. It's so frustrating they're bad. But. Cause you mentioned it with Resident Evil 4 you're like this is so bad. I'm like Max you don't. You'll understand. Resident Evil 4 is like Not that big a deal by comparison.

- I think it's worse in Resident Evil 4

in the sense that-- - Really?

- Resident Evil 4 feels like it should be a third person shooter where you can walk and shoot.

So tank controls don't feel natural in that setting.

But the more top-down approach here at least made it a little easier on my brain

of just up is go forward and then figuring out
left and right based off the orientation of the target.

- And they give you the 180 spin which is nice.

- Very helpful.

- So it's fine and I got used to it, but please no more.

Please no more tank controls.

- It took me about 45 minutes to an hour

to get kind of used to it,

and then I didn't have any problems after that.

- Early on in the game when you have to run away

from the dogs, I was like, this is not good,

this is a bad time, I can't.

- Yes.

- 'Cause when you panic, your brain goes into that

fight or flight and then my brain's not thinking,

here's how we use, I definitely use the D-pad.

I try, naturally I was reaching for the analog stick

at first and that makes it even worse,

because you don't have any true feel.

- Oh, I played the whole game with an analog stick.

- Oh, I know, could not do that.

I was D-pad all the way.

I need to know up is up,

and left and right are left and right.

I can't have the drifting nature of a thumb stick.

- Interesting.

- But I got better at it, and I'm glad I experienced it.

I have some historical context for it now,

but I don't want it anymore.

- I was afraid when we were going to come in

to record this episode, you were going to say, "This game's horrible. I hate Code

Veronica. Tank Control's bad." I thought that this was going to be your turning point

on the series over... Not turning point, you hate it. But I figured you were not going to

adapt well, especially for how this one is slotted in the season, right in the middle.

We've played a lot of remakes, and we've played a lot of newer games, and we've played a lot of

older games that are newer than this one, I thought you might struggle here. So I'm glad you were able to enjoy this in spite of this being the oldest entry we have played.

For sure. Did you, again, anything about the puzzles, inventory system, there's nothing really

to write home about this time around. I like the inventory is expandable, which I think is a first

for an older game. So very exciting, very cool. The puzzles I feel are more point and clicky

inspired. There are more obtuse options, there's tricks and, you know, things that wouldn't

necessarily make sense at first glance. So that it feels more point and clicky in that nation. Like,

a pirate ship is a key. Like a pirate ship wheel is a key. Or you get a painting, you have to

first zoom in on a skeleton painting to get numbers to unlock a door and then take the

painting into another room. So it feels very monkey island-ish in that way of, you know,

try odd items until they work. So that's, that was one, or get all the necklace crystals to,

you know, open things later. So definitely feels more like that.

Let's uh, let's touch on the horror factor of this game, which is an element of all of these games.

And as the series has started to become more action heavy with this one,

It's definitely lost the creepiness element for sure, especially coming off of Resident Evil 2 and 3,

which are games that have people chasing you the whole time, which is not really present in this

game. I think honestly what makes this game less creepy than the others though is just the fact

that the main antagonists are all human or humanoid for the most part. You've got obviously zombies

and mutated animals and insects like normal in the Resident Evil series, but Alexia, Alfred, and Wesker, which you don't really directly fight Wesker outside of cutscenes, but they're all humans in nature to some degree, so that makes it less scary. You don't have a big hulking tank

with a rocket launcher chasing you around. And I think that alone kind of lowers the horror factor

and this one considerably.

It's...

I wasn't scared by anything.

I was never like...

Unsure to enter a new space.

I think they tried some horror stuff.

I think narratively there's creepy stuff- Opening the doors more slowly with the heartbeat with your heartbeat ramping up as your controller shakes in tandem with it.

I think of the doctor that was performing and had the secret lab underground.

Oh yes.

He had to use the eyeball.

He was like, "No one will get to my precious subjects."

And obviously like the stuff that they do to their dad, who is the boss, like that is narratively scary.

But in game, not scary.

It's like body horror stuff more than it is like jump scare or not.

like I'm not scared to play the game necessarily. It's gruesome and it's gross but it's not really like I never felt like I was like I gotta take a break this game is stressing me out. Whereas like the other day I was I'm gonna so it's kind of time things a little bit I've been playing through Village recently and I reached the dollhouse section of Village the other day and it was like 11 30 at night and I was like you know I think I'm just gonna stop here for

the night actually. Yeah, this is definitely not scary and I would be curious to see how horror could be re-imagined into the game if it was remade because I think you gotta have some scary

stuff in the game. Like I've, there's so many possibilities of what they could do in a remake

But yeah, it's not as scary, which is a a bummer, but I do think it compensates it in the action

to just over the top in nature of everything. So it does feel balanced, just not it's definitely

the furthest we've come from horror. Yeah, to some degree. I mean, I think the series from here

does become more action. Heavy for certain. Oh, absolutely. My four or five, six, obviously, like

It's just that things only get crazier from here.

And so horror is an aspect of Resident Evil and it always will be, but I do think this is where it started shaking loose from

trying to intentionally scare the player.

Whereas the older games kind of tried to do that more frequently. Let's talk about the music.

I think there's actually more to say about this soundtrack than a lot of others. There is

Ever-present music in this game compared to just

Sound effects and stuff like that a lot of these other games opt to be a little

quiet to build a tense atmosphere and uh

Make you trepidatious of where you're exploring, but no there is pretty constant music in

Every single area of this game. It's playing in the background constantly

There's different themes for different sections of the game, and I think the full soundtrack in this game is

One of the strongest ones we've seen so far out of all of these

- Absolutely.

This game has such a good soundtrack.

It's got this jazzy detective thriller flair to it

and some of its sound effects.

The theme for the twins/Ashford family is iconic.

Immediately, I knew I heard this.

I was like, this is a certifiable banger right here.

This is the song from the game.

It's so, so good.

It's eerie, it's creepy, it's romantic,

it's a great song, a great song.

- Are you talking about the song that plays

like on their, the music box?

- Yeah, like the piano theme that you hear all the time,

whenever they're around.

It's great.

I wrote, there's good music in the private estate,

the manor on the hill there, the credits music.

I wrote as bumpin', you know,

'cause I've got a great musical vocabulary here.

They've got the choir boss battle music coming back.

It is just a really full and experimental soundtrack

that I appreciate, but that jazzy detective nature of it,

I'm like, ooh, more of this please.

Let's, yeah, give some character and texture

to Resident Evil sound, like make it fun.

- Yeah, I think them trying to, like we said before,

not focus so heavily on trying to scare you.

'Cause I think when music is playing in the background,

it does kind of break that tension a little bit

and it does kind of make you feel a bit more at ease,

even if things on screen are chaotic

and you're getting swarmed by zombies.

Just the fact that there is music there is a constant that you can kind of latch onto with audio wise.

But yeah, the music in the game is great at the same time, so I'm glad to see them implement it a bit more heavily than some of the others that we have been playing, especially some of the others from this era of the late 90s, early 2000s.

Or I guess just early 2000s, 'cause we never played any of the actual games from the 90s.

We deferred to some of the remakes instead.

But yeah, the soundtrack in this game, I absolutely think is one of the strongest in the whole series that we've experienced so far.

- Apparently there was a vinyl release of this and the cover art is Alexia in her like queen bug form.

- That's a choice for the cover.

- Very interesting, I'll send it to you.

- Pretty cool.

All right, Max, we've kind of touched on it a handful of times, but let's talk about the legacy of this game and what it means for the larger series and how it's looked back upon.

You can start this one off.

- Man, what a game.

What a game.

There's a lot of different things,

like little tidbits I think that make this up.

It's the first big major Resident Evil game
that is developed not by Capcom.

I think that's really important here.

There's, 'cause this game is awesome,
and it proves that Capcom's not the only one
that has cracked the Resident Evil formula.

I get that Capcom had a hand in making this game,
but it wasn't just them.

- And so-- - And Shinjoo Mikami's
still a producer, so anything these people are coming up with
he's having to like--

- I was reading-- - Approve to some degree.

- In my history book, The Itchy Tasty,
he was just kind of approving things on the site.

He was, 'cause at the time you've gotta think,
he was in on two, three, four, like a lot was going on.

He's just the producer on everything.

- Yeah, he didn't direct some of those games,
but he was overseeing all of this.

- Yeah. - What was going on.

- This game brings back Wesker,
which is so vital to the future of the Resident Evil series,
and is a legendary character within video games,
so I think that's really important.

The twins, the Ashfords, also,
my understanding are fairly prominent

in the series going forward.

- I'm gonna show you after this ends,

I don't know if you looked it up,

but the scene from that movie I was talking about.

- I haven't gone back, no.

- They could, they directly, the film reel

that you find of them and he's tearing off the bug wings

or whatever, that's directly in the movie.

- Oh my gosh, okay, see that sounds so cool now.

(laughing)

But in the end, I think this is the true culmination

of traditional Resident Evil.

It is the peak of that design and as we've talked about

through the course of this season,

Resident Evil can really be chunked

into three different eras.

the old school tank control traditional era,

the middle action-y era,

Resident Evil 4 through 6,

and then the rebirth of it all with 7,

RE Engine, and this season of remakes

with 2, 3, and now 4.

And this is the peak, this is the end of that first era,

and it hits, and it's great.

And I definitely am with the people

that think this game needs to be the next one to be remade.

For sure.

This is, I can't believe it's not talked about more as one of the greats.

Well we had to go back and play a version of it that is over 20 years old.

There's a reason this one is the oldest game we've played this year and that's why I think people want this remade the most is because of all the other games, we've talked about how when Capcom holds these Resident Evil sales, the whole Resident Evil saga, 1 through 6, 0, 7 and 8 even, like readily available across Playstation, Xbox, Switch and PC. This is the only one that is like gridlocked to certain platforms that you have to kind of not necessarily go out of your way. To be fair, it is accessible on PS4 and Xbox. Yes, it is. And does go on sale with those games. It does, it does. But it is an emulated version of the PS2. Yes. Actually on Xbox I wonder what it is emulating, because it's not the HD version so it might be the Dreamcast version? Yes, I mean that's that's what I'm saying you're playing a PS2 version of the game that is forward compatible on PS4 which you can is then also backward compatible on PS5. They did remake it on the PS3 and 360 or remastered it

so they did try going forward the next generation to keep it forward but really they just haven't done anything with it since the PS4 generation which was 10 years ago when that generation started. And so it's interesting that Capcom isn't... I don't want to say isn't as proud of it, but it's definitely not as accessible as the rest of them. Well it's just, it is a weird...

It's weird because to me this game's legacy is that...

It's very, it's so important. This game is so vital to the larger series, like I was saying, and directly sets up what happens in 5. This is the first game that broadens the scope outside of

Raccoon City. This deepens the lore. This showcases what the series would become with its globe-trotting nature of going around to different countries and different locales and meeting different characters and figuring out the extent to which Umbrella has impacted the world. I think this game is pivotal in what the series would become and in a lot of ways this is like it's strange that RE4 is a mainline game because that game is pretty self-contained and doesn't tie in with a lot else that happens within the larger series.

Like that I mean that's not really true because there are ties with 5 and stuff but Resident Evil 4 is pretty self-contained to the point that that could be a spinoff of its own, just this adventure of Leon and-

- Leon saves the president's daughter.

- Yeah, Leon saving the president's daughter in Spain.

It's very different compared to Code Veronica, which is directly following up the events of the Raccoon City games.

They're trying to still hunt down Umbrella.

They're going to these different Umbrella bases around the world.

finding out more about the roots of the company and how it's again how to reach

it started to extend to other parts of the world how the virus was born what is

what it came from so like yeah this game is very much like this is kind of

resonating with 4 in a lot of ways like it is so it's weird that retroactively

like and I know this because I've been a fan of the series for so long and I told

you this coming into it and I think anybody else who's been familiar with

this series for so long knows this as well, but like when they finish remaking 3, a lot of people

were like "Cool, 4 next!" and anybody like me or others was like "No, code Veronica next!" is what

needs to happen. Like that is the next logical game they should look to do because it's just

sequential. So it's a spinoff that is more important than some of the mainline games,

strangely. This is the only non-numbered game I think we're playing in this season, correct?

- Yes.

- But now that you've played it, would you agree that it's hugely more pivotal than even three and four? Like, this game is--

- I'm so glad that you said we're playing Code Veronica. Like,

yes! When we were building out this season's list of just games to play, not even the flow necessarily. But this was vital. And then it also was vital in our flow discussion.

I like where we've put this in the season. I told you we had to play this before 5 because

I knew it sets up everything. It comes after us playing 3, which wraps up the code Veronica, or I'm sorry, the Raccoon City story. And this is the logical next step and leap for that coming out of RE2 and Resident Evil 3. So this game is vital. When I go forward and I tell people to play Resident Evil games, this makes the cut. This is a game to play and experience. It's awesome. It's fun. And it doesn't sound like it would. Like the game, we haven't talked about this, but like the game title is so... The name of the game is awful. The name of the game is so weird. Like, oh, you gotta play Resident Evil Code Veronica. like what that sounds like Veronica X it sounds like a game that would have released on like Game

Boy Color and like no one would have ever thought twice about 25 years ago yeah but it's like no

this is like one of the like of the games in the series that are the most important to the overall Resident Evil universe and lore is that like this is like very very high on the list yeah so yeah and I think that's this the game's legacy in my mind is that this is a linchpin in the larger series. So much of what Resident Evil would later become is kind of a turning point here, not only in terms of mechanics, like we mentioned how it's more action-oriented, but also the story sets the stage for where things go following Raccoon City. Like this game is hugely important and that's kind of its legacy to me is that it is the one of the most important games of the series that is not numbered at all, which is crazy.

All right, I think that does it for Resident Evil Code Veronica X. Thank you all so much for listening. If you'd like, you can check out the rest of our seasons over at chapterselect.com. We've got stuff like The Fast and the Furious or God of War, The Last of Us, you know, that show just ended as we're recording this, so plenty of shows to explore and seasons there. If you'd like to follow Logan, you can do so over at [mormon12](https://twitter.com/mormon12) on Twitter and his work over at comicbook.com.

If you'd like to follow me, you can go to maxfrequency.net.

All my writing is there and my other podcast, the Max Frequency Podcast.

So, go check that out.

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

Ba da ba ba ba!

Alright, I gotta go pick up my kid.

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.

Follow the show @chapterselect and check out previous seasons at chapterselect.com.