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- - -

I think that's fine. Yeah, I'm playing Wizard Game, Samurai Game.
Do both of those come out around the same time? I'm surprised you're reviewing two major games. I'm not reviewing Harry Potter, I just haven't.
Oh, I thought you were reviewing Harry Potter. Nope, we just got a lot of code for it. PlayStation? Mm-hmm.
Okay. I have not started it yet.
Oh, I thought you did. You were like, "I'm gonna be evil." And I was like, "Okay."
It was a very large download, so it took a long time. And then I was like, "I'll play some Call of Duty while I wait."
And now I'm like, "Well, I guess I'll just finish this Call of Duty campaign real fast because it's pretty short."
So plus I wanted to beat the Call of Duty campaign so I could nuke it off my... nuke it off of my...
>> Backlog.
>> ...hard drive.
>> Oh, hard drive.
>> And backlog, yeah.
Because Call of Duty is so big on my thing.
Also, I want to play Dead Space at some point in the next couple weeks.
I do have that as well.
>> Did you get it?
>> I did.
I wasn't going to.
You bought it.
Mm-hmm.
I feel bad about this, especially because I'm like, "Hey, Max, let me not pay you for a couple more weeks."
But the only reason I bought it is because I opened my wallet the other day and I found cash in it I forgot I had.
I was like, "Huh."
Okay, let's buy this Dead Space game."
I almost bought Dead Space yesterday.
Instead, I bought The Legend of Zelda Spirit Tracks.
Sophie's Choice.
Real Sophie's Choice there.
Yeah, so I have Dead Space.
- It's the last Zelda game I needed to,
well, that and Zelda 2, to have every Zelda game.
I guess and crossbow training.
But I've never gotten in and they had a complete
in-box super nice copy and I had \$20 off
at that particular store, so I was like,

"Alright, this is the moment to strike."

So, I want Dead Space as well, I don't know.

- Yeah, I found cash and I was like, "Okay."

I might ask for that as a birthday gift.

Like that could be a summer birthday game for me or something.

I mean they'll probably go down in price here pretty soon.

You could probably get it for 30, 40 bucks if you wait a couple months.

That was my thing that I was like telling myself.

I was like, "Just wait."

No, my gaming for the next few months is pretty ironed out.

I've got obviously Pokemon and Code Veronica, but in like two and a half weeks, PSVR 2 is going to be at my house.

So I'm going to be playing those.

GT and Call of the Mountain and then I have to buy, so I'll buy that. I'm kind of mad about Call of the Mountain. There's no physical version and so I have to buy it digitally and if I had known that, if they had just said, "Hey, we're gonna, it's digital only," I would have bought the bundle with it and saved 10 bucks. So I'm a little mad about that. But you know, all those and then obviously the next game after that will be Resident Evil 4 and I'll kind of just be playing. So that'll be my next new game after the call. I was gonna say, so the next couple months it's, so like Harry Potter and Yakuza this month, next month is Resident Evil, month after is Jedi Survivor, which I assume will be another one you'll get because you like the first, you like the first game I do like the first game of my life. No, no, I do. I really want it, but it might be a Splatoon 3 situation where it's just like, I'm gonna have to wait on this one.

Cost wise, because what's after that? Zelda. And I will go for the collector's edition of Zelda.

So I'm picking and choosing, and I'd rather have Zelda than Star Wars. And then my birthday, like I said, my birthday is a month later, so I feel like I could probably get Dead Space and Star Wars. Okay, well here's another choice. Would you rather have Star Wars or Suicide Squad? True. Well, I filmed a pick-ups video, like here are all the games I picked up lately, and Gotham Knights was in it because it was one of the games. I'm like, I've played it once. We'll get back to playing it. We need to play it. I was thinking about that the other day, so we'll try to figure that out at some point. I still think Wednesdays will be pretty good moving forward if we want to try to aim for those.

Yeah, that's fine. Right now Wednesdays are Bachelor night. Abby has her friend Jessica over to watch The Bachelor, so I might be able to just move my PS5 in here and I could just play in my office while they watch The Bachelor.

Wednesdays are going to be free for me moving forward too because the girl I'm seeing, She's not free that night either, so it's like, okay.

- Okay.

Well then, we'll try and tap into Wednesdays.

Ooh, I wonder if Game Informer's gonna get the VR scoop.

- For what?

- Oh, for-- - For whatever the Resident Evil 4 VR content is.

That would be nice to know.

I'm kinda curious.

- Village never really drops in price.

I've been waiting for it to get down to about 20 bucks.

- It's on sale right now.

- How much?

Physically?

it might be but I saw it on PlayStation and on my phone, the PSN store.

I mean I have it digitally, I'm talking more physically. Okay physically right now on Amazon it's \$26 which isn't too bad. I've been waiting for it to be-

The gold edition or? Oh I'm sorry no just the physical.

But there's the new one that has all the content and then there's the original.

Gold edition is \$50. Yeah it's not really that likely.

Let's see this

Resident Evil Village PSN it's \$20 right now. I think it's all ready for the gold
40 for gold

They're not which is just the base game on sale for 20 and the DLC for 20 so

Reverse is the one we can play yeah, I forgot about that. I want to be Jack. I want to run
around is Jack and

- The big ol' scissors.

- Chainsaw scissors he's got.

What is the, where's the, let me see,
what is this called, Shadows of Rose?

Let me see if this is purchasable on its own.

- I don't, I think you have to buy the Winter's Expansion,
which is \$20.

- That's what it was called.

Winter's Expansion, it's 20 bucks.

- Yeah, that's what I'm waiting to be on sale.

I feel like it's not gonna dip for a bit.

Yeah, I'm...

The only games in the series that I would like to play, make sure we play all the DLC for, would
be this.

I know we didn't do it with 7.

With 7, I've played the DLC, though I don't think there's anything too much.

I mean, we've already done that episode, so it doesn't matter, but the only thing with that that I
think is worthwhile is the Chris stuff post-game.

I just I want to play the road stuff clears out the mines

I want to do the rose stuff because it'll leave you guys and all three of us have not played it yet

Yeah, I want to do the Chris stuff or the pro stuff that rose DLC

and then

There is DLC and five that I've never played

which is like the prequel and it's Chris and Jill back together for the first time since Resident
Evil 1 and they like

find Wesker hold up at an estate and there's like a whole like two out to our DLC where they're
like going after Wesker and

Then that sets up the events that lead into
re5

Because then they go Wesker like escapes and then Chris is like I will chase him down to
Africa

And then so yeah, I've never played that I want to play sounds good

And then I think there's ethics in six there might be DLC. They might have added a whole
campaign. I think it's centered around Ada

- Okay, I'm down, I'm down for all that.

I do, yeah, we're in a good spot, definitely,
with being two months ahead, essentially, so.

I just got ahead of these episodes.

- I think we're good here.

This is, like I said, this'll probably be the month

I take a little bit of a break.

- I thought about it, too.

I've thought about finally playing Last Us Part One.

Thought about it.

- I think we should take a little bit of a break this month.

- It's that or I'm gonna play Inside and Journey again for the first time since launch for both of those.

- I've had a really, a hankering for both lately. I haven't played Journey since launch. And same with Inside, and I just, ooh, that's actually something I need to look at. PSN, or PlayStation Troveys. PlayStation Troveys. Inside.

Ah, I knew it. Inside does not have a platinum. That's unfortunate. Bummer.

So I wanted to kind of pick your brain since we don't do a weekly podcast anymore. We haven't for years, but I wanted to pick your brain about all this direct stuff. We've kind of been talking on and off about Nintendo having a bum year this year, but where it is direct next week? They would refresh Kirby, right? They'd be like, "Hey, Kirby's coming out."

- It would be Kirby. They would do Zelda, they would finally make Zelda available. Do you think they would actually show off Zelda? Yeah, it's out in three months! They have to! I feel like they would just do a Zelda Direct, be like, "This is our blowout, 20-30 minute, Tears of the Kingdom Direct." They have to make- here's the thing that they haven't done yet. Zelda's not available for pre-order. They have to do that. It's not even available for pre-order at retailers yet, or on the eShop. I feel like it's up on Amazon. Or maybe it's up on Amazon or something like that, but it's not available on the eShop. If there are broad placeholders for it, it's just placeholders from the retail side itself. It is.

They still even just say box art coming soon. Yeah.

It's just broad placeholders. So they haven't made the game available for pre-order yet, which is kind of baffling. Obviously retailers can do that on their own volition, but Nintendo itself hasn't opened up the floodgates yet, because they haven't shown off the collector's edition. It's out in three months.

- Three months.

- Yeah, so they gotta do that. Like the next direct they have, they'll be like, here's the special editions, the game's available for pre-order now, we'll be showing them more off closer to launch, blah, blah, blah, blah, blah.

- Blah, blah, blah, blah.

- They'll show off Pikmin, they'll show off Kirby, they'll talk about ongoing Splatoon support. And then others--

- Do you think we get the long rumored Zelda

and Metroid ports?

- I think so.

I think those have to happen.

Like here's the thing, if they're--

- But at this February Direct do they happen?

- Oh, I don't know if it's at this February Direct.

If their year is as sparse as it's sounding like it's going to be though, like 'cause really it's gonna be a remake of an old Kirby game.

Zelda. - A good Kirby game.

A very good Kirby game.

- Dude, what are you doing?

Like scratching at the walls.

Stop.

Let me out, let me out.

What's wrong with you?

- Zelda will obviously be gargantuan, so it'll be huge.

They've got all the ongoing Mario Kart DLC.

I mean, outside of Zelda, I mean, again,

this is not selling Zelda short,

but it is very much a gap year.

And Pikmin will be good, Pikmin's always good,

but it's another Pikmin.

I feel like we all very much know what to expect from that.

You will toss things and they'll go, wahoo!

and then you'll pick up bottle caps or whatever to freak it.

Like it's just very obvious what that game will be and that's fine.

Yeah, it feels like it.

I'm wondering what...

Advance Wars, they'll probably finally release Advance Wars.

I'm just curious.

I just wonder what surprises they'll have.

They'll probably lean on indies, maybe finally Silksong.

Yeah, Silksong.

Do you think...

Do you think Switch 2, Super Switch, whatever they call it, next year, two years, whatever, do you think its big launch game is like the next 3D Mario?

I just feel like the Mario boat has sailed and we're not getting another Mario game.

We're not getting a new Mario game.

We could definitely get HD ports of stuff, but...

I think we need a new Mario 3D game.

Yeah, it's time.

It's been almost six years, so I think that would make sense to launch with the next Switch and it would be the first killer app for it. There are also rumors that there's going to be another 2D Mario game coming up.

And then...

I feel like they could use that. Last year, was it last year was 3D World? Or 2 years ago?

Uh... 2 years ago I think?

21?

I think it was 21, yeah.

It's been a long time since we've gotten to Mario.

And then there's a rumor that they're doing another sports game. I think it's baseball

this time.

Oh, but weren't they gonna just patch that in?

To what?

We switched sports or Nintendo sports or whatever? Mario Baseball? Oh, you meant Mario Baseball. I thought yeah

Yeah, I thought you meant just a sports. No, sorry. I meant another Mario Sports game. Like they've done soccer

They did tennis a couple years ago. They did the new golf one, right?

Wasn't there any golf? Yeah. Yes. There there was a new golf game. We got it. Yeah

Supposedly they're doing another baseball. So

You think Mario Party could show up? Oh, well, they did Mario Party last year, right?

Yeah, they did. That was the...

Yeah, like the remaster, remaker...

Collection games. Yeah.

So yeah, I think they're...

Yeah, it just doesn't sound like there's gonna be...

What about the monkey man?

I don't think so.

What happened to those spicy 3D Donkey Kong rumors?

Anything that is...

Where's Star Fox? Where's Kid Icarus?

They need to save all that stuff. Kid Icarus is rumored to be getting a remaster too.

Yeah, I think the best thing they could do for Switch 2, assuming that's what it is.

Sir!

My goodness.

The best thing they could do for Switch 2 would probably be, "Hey, 3D Mario!" and also, "Hey guys, Metroid Prime 4 is actually still a thing, we swear. Here's some footage."

'Cause that would get people hyped, or at least hardcore fans hyped.

Also there's a rumor, I don't know if you saw this the other day, supposedly Mercury Steam's working on like a sequel to Dread, or maybe not a sequel, just another new 2D Metroid.

So they're working on that right now supposedly.

- That makes sense simply because that game sold and did so well for Nintendo.

It's the best selling Metroid game ever.

- But that won't be out to like, the rumors on that are it won't launch until like 2025.

- Well, the other game did just come out and they just finished adding support and modes and stuff.

- That's another game I wanna play.

I know I'm always down on Metroid or whatever and ragging it, but I do have that game and I think about it a lot.

I'm like, "I want to play Dread."

Because it's like what, 8-10 hours probably?

Yeah, it's dope man.

I know I'm inherently biased, but Dread is a dope game.

I don't hate Metroid games, I just think they're overrated.

I just think they're overrated.

Castlevania is the superior Metroidvania title series.

You don't agree with this?

You spent eight hours watching and researching and learning the depths of Castlevania and you still think Metroid is better?

Metroid has more wins.

I'll give Metroid credit with vibes.

Metroid has good vibes.

Fondrana Drift vibes, man.

Would you agree that peak Castlevania is better than peak Metroid?

Because I don't think anything is better than Symphony of the Night.

I would take Symphony of the Night over...

Super Metroid or Fusion or whatever.

I would...

Zero Mission is better than those two.

Zero Mission, that was the one I was thinking of.

Speaking of all these games, when does the Wii U eShop die again?

Like May or June?

March.

Like in a month.

- Oh gosh, so I'm gonna have to fork, oh gosh.

I'm gonna have to fork over money soon.

- What if you, well, first of all, to even add credit, you have to buy a bunch of ESAP gift cards and like, add them to your account that way.

- I'll probably be doing that soon anyway.

- But also, you could just embrace emulation and just home, you know, homebrew your Wii U, which is not hard, and then you're fine.

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

between a series exploring its evolution, design, and legacy. For season 5, we are covering the Resident Evil franchise. My name is Max Roberts and I am joined, as always, by Logan Moore. Hi Logan. It's time to bid adieu to Raccoon City. Deuces Raccoon City. Peace out. It was nice knowing you. We're done with our little RC arc. We are. That's kind of why I wanted to structure the season in this manner that we got through all the Raccoon City saga games up front outside of other various Resident Evil spin-offs. But yeah, all the mainline ones are done after this game.

Now we head off to Antarctica.

We head off to Antarctica and Spain and Africa and China.

We become world travelers.

Yeah, you go from one little town that a pharmaceutical company runs to traveling the globe. So yeah.

Well, thankfully we go out on a high note.

Quite literally we're up in the sky in a helicopter when everything's blown up.

It's true.

But I love this game, and you don't, and so I think that's gonna...

Well, you don't love it as much as I do.

I don't, yeah, I don't hate the game by any means.

But I think that will make for an interesting discussion and episode here as we talk about Resident Evil 3 or as it used to be called Resident Evil 3 colon Nemesis.

Yes, yeah let's get into the history of this one and then we'll because yeah I wanted to toss it to you first when it comes to our takes on the game but yeah let's run down all the basic information so again developed and published by Capcom Resident Evil 3 originally released on PS1 it also came to PC and Dreamcast and GameCube. The remake, which again we should specify we have played here, we did not play the original game, we've talked about this earlier in the season before, but we played the remake that came to PS4, Xbox One, PC, Switch most recently and then it got an upgrade for PS5 and Xbox Series X. The original game released on November 11th, the remake launched in the middle of COVID there, the early part of COVID on April 3rd, 2020.

Did you play this game? Maybe we could talk about this a little bit more later. Did you play this game when it first came out? No, I played it first actually last year, so in '22, but I was writing up the document today and saw that it came out April 3rd, 2020, and I was like, "Wait, this was a COVID game? It doesn't feel... It feels so much older. It feels like way before COVID, but it actually was right at the start of COVID and I couldn't, I couldn't believe it.

Yeah, do you know like the live action sort of opening to this game where it's talking about like, and their plague is spreading around the city and umbrella and it's like showing everything that's like breaking down within the city. That was a very dystopian thing to see. I mean, obviously when COVID was happening, the world was not like what is shown in the game there,

but it was still like very strange to see that opening.

Yeah, it was like two weeks into the pandemic and this game came out and I played this game as soon as it launched. I was like, this is a little strange right now to be playing this one.

Anyway, the game director of the original game was Kazuhiro Aoma. I'm sorry for butchering the

names once again. The remakes director was Kiyohiki Sakada. The producer of the original was Shinji

Mikami, Masachika Kawada, and Peter Fabiano. The music in the original game was Masami Ueda and Sayori Maeda. The remake had music from Masami Ueda, Koda Suzuki, Takayasu Soudeoki,

and Asuzakado. The Metacritic score for the original game was a 91 out of 100. And we have multiple ones here. What is this second one? Is this for the GameCube version?

No, so I'm looking at the 79 out of 100 was the PS4 version, but the Xbox One version has an 84. So I didn't, normally they're really close, they're one point apart or or something like that, they're generally the same. But this one was a five point difference and I thought that was at least significant enough to mention here. Maybe there were issues on the PS4 version like technically that brought it down or I don't know maybe there were more reviews for the PS4 version. The PS4 version has 83 reviews and the Xbox One version has 27 so I mean with most games the more reviews there end up being the more the score ends up coming down more often than not. So I mean that tracks.

So I thought I'd mention that here. We don't normally delineate between ports or versions.

It is strange though. The PC version has 30 reviews, which is closer to what's on the Xbox version, and that has a 77 overall. So there's a 7 point split between the PC version and the Xbox One version.

I could see the PC version having more issues though, which is strange to say you would think it would have fewer issues, but PC ports could be notorious for different things.

Again, I'm out of my depth because I didn't really go back and read all these old reviews, but it's interesting to kind of see the spread between the consoles at the launch of the remake.

So yeah, there was a wide array of opinions on this one, and I think this is most easily seen by kind of our own discussion that we'll be having today because yeah like you said at the top this is your favorite Resident Evil game I think we've played so far this season correct? It absolutely 100% is. This is my favorite one. So explain this to me, explain why. Again, I do not hate this game. I think this game is pretty solid actually and I enjoyed playing through it once again, and I think it's quite fun.

But I would not say it's the best, or even close to that, honestly.

So I'm curious why you think this.

- I think it's important to understand the context of when I played this.

So as we've established, hadn't played a lot of Resident Evil, maybe played half of Seven in VR,

played half of Two kind of the year prior in 21.

And come 2022 early in the year, I just finished Ace Attorney game on Switch, the prequel series,

the first game, and Pokemon Legends RCS was out in a week. And I needed something to fill the time.

And I couldn't play the next Ace Attorney game that would have taken 40 hours, it was just too much. I was like, "I just need something short." And sitting on my shelf staring at me was Resident

Evil 3. And I remember everyone complaining about how the game was so short. I have a buddy here, he's like, "It's too short. It's like six hours." I'm like, "That sounds perfect.

This is ideal. Perfect timing." And so I booted it up and I'm playing through Resident Evil 3 and it's spooky, starts out all spooky. Raccoon City is just collapsing around you and this big monster is constantly pursuing you through the city. Not in the Mr. X actively walking behind you all the time, but just keeps showing up over and over and over no matter how many times you think you kill it. And it's just so much fun. It starts out as a scary action game and then it turns into just an action horror game. And I was like, this is so short. I was like, how easy is this platinum? And I look it up. I'm like, you gotta beat it four times.

I'm like, I can do this, I can do this.

And so I went on and I got the platinum in like five days.

And I just had an absolute blast with the game.

I think Jill is phenomenal as a protagonist and a playable character.

I think Carlos is just funny.

He's just that goofy, charming, funny guy who's there.

Just enough.

I think the game's beautiful, it's so tight and linear.

It was what I needed at the time when I played it, and I think that elevated it to a higher status for me.

So why do you, I guess now that we have played all of these games this season, why do you still feel so strongly about it in comparison to the others?

I think this doesn't have the fluff.

I think this is all meat here.

The fat is trimmed.

I don't really feel like there's the Resident Evil problem of like one area too far.

Maybe the sewers just kind of feel like, "What are we doing underground here?"

But the clock tower thing is just a boss fight.

Jill waking up in the hospital, entirely optional exploration to go get the magnum essentially and unlock all the lockers.

But an optional thing.

You could just go straight down to the lab.

So they really just trim the fat, and it's fun,

and I really enjoy Nemesis,

and I think I like the actiony side of it.

Not to say the game's not scary,

it certainly is the very first time you play it,

but I like the action in this game,

and so I kind of think I might really like five and six,

if they're as so action-oriented

as people have discussed in the past.

I actually think I might be in that audience

that Capcom is kind of, you know, was looking for in the late aughts, early teens, you know?

Well, five is more like an expansion of four, logically, and then six just is kind of more

like Resident Evil Gears of War. So, so there's like different, they're not exactly lockstep

with this game. This game is much more action heavy, for sure.

There's a dodge mechanic.

I feel like you just, you do a lot more.

You're encouraged to kill more or kill the monsters more.

- Yeah.

- There are, there's a really great escalation of boss fights with Nemesis, so that just kind of, those build really well, I think, so.

Yeah, you're encouraged to like become powerful

and Jill feels powerful and fully capable

and she's just like, "Carlos, I don't need your help."

It's just so much fun.

Yeah, she's running directly into battles with Nemesis this whole game and he's like,

"What are you doing?"

She's like, "Don't worry, I got this."

She's the best.

This game is why I played Jill in Resident Evil 1, since we only did one route each in that.

Jill, I think, is super cool and hearing that she's not in any mainline games after this, right?

She's not.

I don't think so.

in Revelations, I believe. I think Revelations is her series, like she's got those two games, but she's not in the 5 or 6. I know Claire is in the second Revelations as well, I believe.

I've not played those, so if I'm saying things out of turn here, you're screaming at your

listening device that you're listening to this on, sorry. But yeah, I'm pretty sure

she's in Revelations, and I think she might be in Revelations 2. But yeah, she's not been

in any mainline games really. Since this... Well she was in, I mentioned this to you before

we started recording, but she does show up in DLC for 5. And there's like a DLC chapter

involving her and Chris being stars, partners once again, which is cool. And so that was

the way, that's her big return in the mainline games. I think they added that DLC. Same thing

that they've kind of done here recently with Villages. They released like a gold edition

of the game and added a section where she was playable. So she's been back in the

mainline series in that manner. But yeah, we've really not seen Jill otherwise since,

I mean, until this remake, I guess, which is weird because obviously it's a remake

of an older game, but... Yeah, so tell... as the person who's played

Resident Evil far longer than me, what am I... what is it to you that doesn't make

this game sing quite like it does for me? I think there are a couple things. For one,

I am fine with a more action-focused Resident Evil. That's fine. Obviously, that works well with,

you know, four and five. Six takes it too far, but like four and five are good. So it's nothing

about

the action-focused nature of it. It's the more that this game is trying to be...

it has its... it has one foot more in the action side of things and one foot in the, like, puzzle

pseudo like more classic Resident Evil. This is kind of like the bridge between them and I don't

feel like it excels at either really like it doesn't excel at action in the same way that I

think for and beyond did but it doesn't really the puzzles in this I find very uninteresting and not

great especially in comparison to two it is far more linear than two as well like the best part

of the this game I think is that first area you get into that little section of Raccoon City the

town where there's the different shops and stuff like that. Like that's the best area

of the game because there's different ways to get around and Nemesis is showing up out

of nowhere. Like that's the best area of the game. And then everything after that is incredibly

linear and it just and it that's fine. Like things are okay to be linear. But I think

within the context of what Resident Evil is, it's almost a little bit better, especially

within these older games to have a little bit more like exploration to especially when

that's going hand in hand with the puzzles and you're trying to figure out how to advance and how to get through these areas. And I think that would work to great effect. And this is the disappointing part of this game to me is I love Nemesis. Nemesis is great. Like Nemesis is obviously the thing in this game. And Nemesis is outshined by Mr. X one game prior. Like I think Mr. X does the things that people think of with Nemesis to far greater effect. Nemesis is cool in this game, I like the boss fights, I think the boss fights are fun and they're all quite unique in their own ways I think. Yeah, there's a variety with how they evolve as compared to Birkin, which is the same fight every time. Yeah, compared to two I think the boss fights in this game are a lot better, so that is one Plus that I would give it but nemesis does not Like in the original game nemesis could just like show up I don't know or like the the original game was more like the first area of This game that I was mentioning that little town area where you don't know where nemesis is gonna show up. You're trying to avoid him He's after you like there's just that constant looming threat and in this game He shows up quite often obviously, but they're more scripted and it's more linear and you just have to get through this one sequence where he's after you. So the actual process of, you know, moving around this world and trying to solve puzzles and trying to advance and trying to do this, that, and the other, while he's after you, like those are the same types of things that Resident Evil 2 did so well with Mr. X and just this constant dread and fear of like, "Oh, I know what I have to do, but I know this guy is also after me at the same time." And the instances where Resident Evil 3 does that, I just think are not enough. I don't think they capitalize enough on what Nemesis could be in this remake. And so that's one of my, that's my biggest disappointment with it, I think. I don't mind its smaller nature as well. Like, this is not a dual campaign like a lot of the others, so I think it's expected to be a little shorter, and that's always been fine with me. So yeah, I don't know. Again, I don't hate this game. And in fact, I think this is still a very good remake. I just think 2 is more... Like if I'm going to compare the two most recent remakes in this series, I think 2 modernizes what the classic Resident Evil formula is to great effect. And 3 doesn't do it as well. Like I feel like this remake could have been better given what the original Resident Evil 3 was. Because I have played the original Resident Evil 3 and it's been a very long time since I've played it. But I think there was more room for growth with this remake. Maybe not growth, maybe just... This remake could have been better, I think. And you never really get the sense in any one point in this game that you are in Raccoon City and that you're seeing the fall of the city and things like that. And those are the kinds of things I think they could have done better. The opening sequence where the town is really inflamed and you're getting out of her apartment like that. The game opens terrifically and I think the opening cutscene that they show that I mentioned before that was a little too close to home when this game first came out. I think that this game sets up really well in those ways and then it just ends up being you never really end up seeing anybody outside the main cast. It's just Carlos and Jill in this town and you're not really seeing anybody or running across anybody. I think it's interesting, you know, you could this remake could have been better or could have done more. And you're talking about it. And I was just thinking about kind of the timeline of this game.

In both instances, the original and the remake, Resident Evil three nemesis for the PS one was born out of a desire to make a bunch of spin offs to kind of carry the transition over from PS one

to PS2. They were working on Resident Evil 4 at the time for PS2 until it became a GameCube game and they needed something to kind of hold them over and so they put in a bunch of game spinoffs into work, one of them being Resident Evil Nemesis which was then slapped with the number 3 on it to sell more and then Resident Evil Code Veronica as well. Those were kind of in the works at the time. And so it was this reuse of assets to kind of speed up production and crank out a game and make money.

And then I look at this game, the remake, and it came out in 2020, the year prior was Resident Evil 2 remake.

We're reusing a lot of the same tech and assets, heck, we go back to the police station.

- Yeah. - Yeah, so I'm sure the sewers are the exact same assets, just redesigned in a different space.

So we're reusing that and what are we waiting for? what is the holdover, because it was Resident Evil 7 and then the remake in 2019, remake three.

What comes out in 2021?

Resident Evil Village.

Like it was the holdover game to the next major Resident Evil game, and now we've been in a holding pattern for four remake, which is kind of that logical next step.

And so, well I don't wanna say like this game, cursed feels harsh, but it was a transitional game both times to turn around, crank out assets, and make some money.

And so that's interesting that it was in the same situation both times in its life cycle.

- Yeah, and that kind of, yeah,

I think if this game had more development time where it wasn't on a tighter schedule, they probably could have done a lot more with it that would have made us stand out a bit more.

Because yeah, I mean, I don't know if you would agree with some of the things I was saying before that like, as the game that stands is the sort of the, I mean, this is the fall of Raccoon City game.

is the game where the city gets nuked and you say goodbye to Raccoon City and you don't really ever see the city itself much. I feel like they could have done a better job of,

I mean, one is obviously isolated to the mansion on the outskirts of town, two you're in the police station the whole time and you kind of see the town beginning to fall. Three I think could have done a better job of having you spend more time within the streets of the city. I think the original game does do that a little bit more, like it makes you feel like you're actually within the city and navigating around. And this game never really does that outside of the very first little corner of that neighborhood that you're in. And I would have just liked to have seen more areas like that fleshed out. This game is just very... I think both this and Resident Evil 2 are very... are much smaller than you would think. At first, like having replayed both of these games, they're pretty tight knit and neither of them are quite vast but with 3 I think that undermines it a bit more, especially because it's more linear. Like I think these games when you have the room

to breathe and explore and try to figure out puzzles and stuff like that, the smaller nature of the environments that you're navigating feel, continue to feel, not fresh but like you don't mind revisiting certain areas because you're solving different puzzles and you're remembering where things are at and I think with the with a little bit more of a linear structure to this it kind of stood out to me this time around like this game is Pretty small and there's there's not a lot here to some degree like I'm rethinking of a lot of the different Areas and if we you want to go through these because I know we have them all listed here In the town the sewers the police station the clock tower the hospital in the lab Those are all the different areas in the game and none of them are big at all and they don't need to be these sprawling locations, but again with that smaller scale tied with the linearity I think does make it feel a little bit more condensed compared to some of the other games for sure I mean looking at the list I have to say as someone who was completely unfamiliar with the series when we go back to the police station as Carlos I remember being excited. I was like, ah, we're back Like that was a cool moment to me as someone who had no idea that was really going to happen I think there's some good moments there. You see Marvin get bit by Brad, which is this this nod right to this world and I kind of wish I know it doesn't it wouldn't make sense Timeline wise because you're actually there before Leon or Claire even get to the police station, but like I would have loved a little nod to mr. X in some capacity I think would have been really cool but the lickers show up which is cool and you kind of just explore that front left half of the the police station and coming so fresh off of two That felt pretty good I was got well I was gonna ask Since we did come the first time you would have played this the police station would have been entirely new for you because you hadn't played Two now that we just played two and you guys so just to play in that police station in Two different campaigns between Leon and Claire was revisiting it this time a little bit more like oh, we're back here It's the police station again, or did you still like that section? No, I still like it because just narratively where it fits and being familiar with the environment and you have to We have to remember I played this game four or five times last year So I was already pretty familiar with just the whole route and flow of the game So I just knew I had to go in there and you know work my way up to the stars office So that was just it was it was fun to be back there and no I've just Familiar familiarity kind of helped me there. I know you don't get to explore it all the way You don't really get a kick. Yes or live in the police station I do think if we did that if we had explored the police station where I feel like that would have felt really cheap Yes, because it's like we just did this and now we're doing it again with Carlos and that would have broken some continuity for me but instead this lends itself to to actually one of the

Minor issues I had with two was that world didn't the two campaigns didn't feel interconnected as much as I thought

Yeah

but Carlos's time in the police station feels connected to Leon and Claire's time because you see

Marvin get bit you see the lickers put those two zombies

The two policemen up, you know in the rafters and things and you see

How it got into the state it was in before Leon and Claire show up so that actually made the world feel can alive and connected

Which was fun so that they don't overstay their welcome in the police station, and I'm I'm happy about that

Yeah, I think like I've been talking about how I think the game's linearity somewhat under sells this game at times

And that's the one area of the game that I wouldn't say that I do think making the police station Pretty on rails and straightforward is a good choice because if they did let you loose in there again

It would very much feel like how we're doing this all over again

Are you gonna gonna run around this whole police station again solving all these different puzzles?

And yeah, it just wouldn't have lined up continuity wise and it would have just been a little too Long in the tooth, honestly. Yeah, they they really

Utilize that reuse that space. Well, yes, I think

We talked I talked a little bit about the town at the opening and how I think that's one of the better areas of the

game would you agree that that is the best section of the game? Yeah absolutely. I like it because it's small which is I'm a fan of the linearity and stuff but I like in its condensed nature how it feels kind of like like a city like dense you're you're using alleys and stairways and cutting through buildings to get to other sides of streets and corners. cut through the donut shop or you go upstairs and there's a fire over here. It just, it feels like a packed in city with it all melting kind of around. I actually was just kind of running and gunning through the town early on and found myself overrun by like five zombies and died. And I was playing fast and loose and I paid the price for it. So then I came back and it was a bit more methodical and you know, I shot the gas can and blew a bunch zombies up and took my time a bit more. And you really get to know that space and explore the nooks and crannies. I like that if you go to the train subway office before Carlos tells you to when you get to the power plant, he's like, "Oh, you're one step ahead." I like that they know where you've gone, what you've done, and the characters reflect that. It's a really great part of the game that feels like classic RE, but there's some dense pressure there.

Well yeah, that's why it's the best part of the game for all those reasons you mentioned, plus Nemesis. Because it is so interconnected and because there's multiple paths and because

it's the first instance where Nemesis is really... I mean, he's obviously after you from the the very start of the game.

Like, and we can talk about the opening.

- We should talk about the opening.

- 'Cause it's great.

But he's, yeah, he's after you from the very start of the game.

But this is the first time where you're let loose in an open environment and he's trying to stalk you down.

And I think that's all great.

And there's different,

the different things that start happening
in those moments too.
Like not only are you trying to avoid him,
but then you get about halfway
or three fourths away through this area.
And he's putting his like tendrils on the other zombies
and making them stronger than normal or whatever.
And like, yeah, there's just,
there's a lot of good moments in this area
where you walk out of a doorway,
you see him somewhere or you see something happening,
you're like, "I'm not going this way."
And then you snake your way back around a different path.
- Right, you have to remember the layout and the levels.
Like there's, 'cause there's some verticality here too,
where you can go up the stairs
or go up and crawl down the ladder.
And it all doubles back and crosses over.
They there's different things in the environment. Even even if you're trying to get through a
direct path
there's things in the environment whether they be explosive barrels or the
electrical generators that you can use to kind of clear a path for you in nonviolent ways to just
stun everything and keep going and
Those things continue to appear a little bit more later in the game
But this is this is the part
Like I want I just wanted to see what happens here more over the course of the entire game
because we're gonna I mean
We'll break down the other areas from here, but like the sewers sewers are very forgettable
I think like I don't have a lot to say about them back back to the city just super quick
Two questions. Did you take the time to stun nemesis and get the weapon upgrades? Yeah.
Yes. I did. Okay good
I I that's one thing I actually do like is if you're at least the first time you discover it
I remember I still remember that moment from the first time I played like I threw a grenade at
him just to
try and do something and he takes a knee and then drops this box and then I'm running
around trying to get him away from the
Box so I can pick it up because I didn't realize he was
Stunned the first time. Yeah now it's one of my favorite things and then second
Did you go into the toy store for fun just to see a man? Yeah. Yes. Okay
I just like that little Megaman corner there. It's really cool. I played this game on hardcore
So I did play it on a higher difficulty
But I made sure to still make him drop his weapon upgrades for me
and I did get all of the different locks in the game and I got all of the
Bobble heads as well. So I did I did a hardcore
Collectible run this time around I got all the files too. All right, and and for the record
I said that I had flattened it which means I had access to a lot of perks and bonuses
Yeah, I did not I did not use those actually I did I did grab the hip pouches because I just they
were there
I was like, I'm gonna take those so I did I guess make the game a little easier in that sense
I didn't have to do as much item management
But I didn't take like the recovery coins or the infinite rocket launcher. Like I played the game
on normal just as a normal
Playthrough I didn't want to I was tempted toward the end with the gray heads
I was just like a rocket launcher would make them really easy right now

But the gray heads at the end dude drove me nuts. Well, we can talk about them, but I promise no infinite rocket launcher no health bonuses or anything of this you could have gone crazy

They were very fine

Well, maybe not rocket launcher the whole game

But I want to go toward the end, but I decided to be a purist about it and it was it was fun

Um, but I've done, you know, I've done an inferno run in under 90 minutes. So I'm I'm good to go

Let's uh, yeah, let's go back to finish talking about all the different areas again. Do you have anything to say about the sewers?

I like some of the I

like some of the like files you can find in the sewers where the guys like I think don't aren't they talking about like

feeding the Gators or

He talks about how much he loves the little reptile frogs things like he's in love with them

yes, funny the collectible is even labeled a love letter and

You could just read the way the scientist talks about these little monsters. It's those things are scary

You get eaten by one I did I got a little too close once and it just swallows you whole so that's a really cool

animation and I like just I

Like you have to go under a waterfall of sewage. I think that's like gross and Jill comments.

She's like I've got to burn these clothes

but the sewers are a

Forgettable space not a lot happens. It's just a kind of a y-shaped hallway

So it's it's cool

But the story told in the sewers with the collectibles is fun because the sewage workers like discover the monsters

And they like hole up and they're like we got to take them out. I saw a meet Jimmy or something

That's where you you actually find shotgun ammo next to it. So like there's a cool environmental storytelling

That's where you find the grenade launcher, isn't it? And they're like blow these things away way use the fire that's their weakness or whatever and then I think you find

another note from the scientist guy who's like no my babies with the don't

don't fire damage them or whatever yeah and doesn't say it exactly like that in

the grenade launcher know about how to make the ammunition is from kendo so

yes there's just good world the building in the sewers but the environment itself

is totally it's pass it's very forgettable yeah even more so than the

RE2 sewers, which I thought were also pretty forgettable. After that, you know, we talked

about the police station, there's the clock tower section, and then there's some boss

fight and stuff like that. Did you have any? I just, we'll talk about it in the boss fight

portion I imagine when we just kind of really hone in on Nemesis, but the clock tower is

just a cool space. I just like the idea of that environment and how they use it mechanically,

but really the next truly playable area is the hospital.

Once again, as Carlos, for the most part.

I like this part of the game,

at least the first time you would play through it,

because it shifts back to horror,

and there's some density and interconnectedness

where you're going over hallways

or you're dropping down through broken windows,

you're trying to find keys to unlock doors.

So it's a little bit like that opening city area but not as sprawling in the sense of

different locations.

It's all the hospital.

I like that shift back to horror as you're Carlos, Jill is infected, we have to get a vaccine and we don't know how to move forward.

Well whenever hunters enter the fray 2 I think these games get very spooky.

I do not like the hunters.

The hunters always freak me out.

Lickers are obviously another iconic Resin Ewell staple, but the hunters have always given me the creeps for one reason or another, and I don't know why, they're just giant, frog looking things.

>> MATT: Armored frogs.

>> JEREMY GRINKEY Yes.

I just do not like dealing with those.

They hurt you real bad.

So yeah, the hospital I think does a good job with its... for that little brief section of about 30 minutes where you're navigating around the hospital, it does a pretty good job with the horror elements like you mentioned. I like seeing the one area where there's zombies holed up in certain glass encasings or whatever that you can't get to and then obviously later when you come back through they bust out and stuff like that. So the hospital is okay and then it just boils down to the big "I'm gonna put up a barricade and fight a whole bunch of zombies here."

But that's also fun. It's just a fun little horde wave.

It's not too bad. I think my problem with Carlos is that the machine gun feels real bad in this game for the most part, I believe. How do you feel about the assault rifle? Yeah.

How do you feel about most of the guns in the game? Cause I think the assault rifle does not for it being an assault rifle, I don't feel like it, it feels so weak and they don't want to give you something that's too overpowered, I guess. But I compared to every other weapon in the game, I feel like it is just not great at all. It's okay. It feels like it takes more ammo than it should to take something down in an assault rifle. But it's good in a pinch. I tried to, you know, conserve the ammo when I could because it's just so powerful. I also noticed that Carlos is at least what I noticed this time around was Carlos is the only one that gets grenades. Jill doesn't get flashbangs or regular grenades as far as I could tell. I'm pretty sure she does. I don't recall using them with her this time around but she also gets the grenade launcher instead of Carlos obviously doesn't I'm pretty sure she gets frag grenades let's how you get mr. nemesis mr. nemesis oh wow I'm combining the two I just didn't find a lot of them with her I guess but yeah the assault rifles find the pistol is totally it's a standard pistol I think it's interesting that Jill basically gets two pistols but But you can't fuse the items from one to the automatic one.

I feel like that was a missed opportunity.

The grenade launcher is great.

I like the three different ammo types.

It feels good.

Explosive, fire, and acid.

Those are cool.

What else?

What other gun?

I like that they have different... the grenade types have different effects on different types of enemies too.

Like they're stronger against certain types.

We talked about the sewer creatures.

great to use fire against them if you want to take those out a little bit more easily.

The acid grenades will work a little bit more effectively against other enemy types in the game. So like I think the acid ones might work well against the gray heads if I remember

correctly. Okay. I use the magnum on them. The magnum is a great one hit. Magnum is great per usual so is the shotgun. Like the I mean the Resident Evil staples I think. I do like that there are upgrades for the guns you get, the shotgun and the pistol primarily, but some of them increase the size the item takes up in your inventory, but some just actually just benefit the gun, period.

There's like a shotgun ammo thing that lets you reload faster, but that doesn't take up any space, but then there's a silencer type thing for the pistol that increases crit hits, but that makes it a bigger weapon.

So there was some choice with what you wanted to carry with you and how they would benefit the gun, but not every perk was necessarily like a setback in your inventory. So I thought that was a pretty good way to power up throughout the journey.

I mean, we've just been doing a natural progression here through the different areas and stuff like that. And I want to move to talk about the story and the characters a bit more, but we will, I mean, wrap up with the lab and just your general thoughts on the final section of the game. Again, very very linear. You are doing some backtracking, you know, going to make the vaccine there. You have to go back to that room. So you are doing a little bit more wandering around. But the lab is pretty straightforward. I hate the greyheads.

This feels very action oriented. By this point in the game you've got all the different weapons so they're throwing more hunters at you and more zombies and more and all the gray heads. So it's very much narrowing into the end game.

It's very much kill everything mode.

Yes.

And it feels good.

Unless you're playing on hardcore and you're like, "Please get these gray heads away from me," and you just try to dodge them all.

Yeah, especially in the body bag room.

I like the environmental storytelling throughout the lab.

You like learn, that's where Jill learns the Nemesis name.

You kind of get this conflicting scientist thing about,

we should use a virus and have a vaccine,

or we should use parasites and here,

here we're gonna mail you Nemesis.

Can you tell us what you think of it?

Like, it feels really good.

And coming off of, you know,

this is our sixth episode in the season,

So five games now, I liked the tyrant hallway a lot this time.

You don't fight any of the tyrants, but I liked seeing all of the failed tyrants in Mr.

X prototypes.

That just felt really cool to me this time around.

I'm glad you don't fight them.

I feel like that would have leaned into the problem I had with Resident Evil 2.

Mr. Axan Birkin, like, it would have felt weird to throw a new enemy in right at the

end, but it's a cool space and the music, I like the music there in particular, we'll

talk about music a little later. It's a cool environment, but it's certainly not as big

as previous labs, which, honestly, we've complained about the labs feeling like tacked on environments

at the end and feeling a bit padded so I'm not necessarily upset that it's a more linear condensed space. Well this this lab area too is a bit odd because you've got the lab itself which then flows into a big garbage colosseum sewage waste dump area. Well that's where they dispose all of the bodies. Yeah I guess. Because that's what the whole thing is is they dump the zombies in there and then melt them with acid.

Yeah. Yeah, that's true. I mean, so I guess it makes sense, but it's a little bit different in that regard that it's not a, it's not a traditional Resident Evil lab, I suppose.

And it's actually really, if you think about it, it's actually pretty messed up and pretty scary because it's under the hospital. So where are they getting all these test subjects?

The hospital. They're taking people from up there. Now, whether they've died of natural causes upstairs or they're killing them and then experimenting them on below but

that's kind of messed up that raccoon or that umbrella would like use the

hospital as a source for lab rats essentially. Well I do think there is one

very funny aspect of that and it's just that it's so it's so goofy and makes no

sense that that's the case and even Jill kind of comments on it when you're

heading to the lab she's like how does no one know this is here and how does no

and never connect these two things. And so it is a little silly that they're in such close proximity

to each other and you could just walk down a hallway in the hospital and you're like, "Oh,

hey, here's this warehouse and there's a connecting hallway to a lab." So yeah, it's a little

peculiar that no one that ever worked at the hospital would be like, "Hey, what's over here?

What's down this way?" And I think the game is smart for having Jill kind of call that out in

a sort of way. Because it doesn't make a whole lot of sense. But yes, the lab is fine. How

do you feel about the... let's just talk boss fights. I know we've done a little bit of

it and we've done all the different areas. And obviously all the big boss fights in the

game are centered around Nemesis. Which one I guess stands out to you the most because

there's the one at it down in front of the hospital there at the clock tower

where he's running around and he's evolved into a swimming boy animal boy

big dog yeah there's the one in the Coliseum there's the one at the end

which is where he's big goop monster and then there's the one where the

flamethrower I again I think these boss fights are all considerably better than

what is seen in re2 they're all different to some degree they all have

different goals to them like the flamethrower fight is just blow up the

flamethrower on his back and keep shooting him. You have to use the

mines and the clock tower to pop him off the wall. Yeah, the section before the hospital there.

And then the final fight, I don't like the final fight because they

mix in regular old zombies and those annoy me and I'm like can I just focus

on fighting Nemesis here rather than being worried about "Rrrrrr, something's grabbing

me from behind!" Like that's the one thing I don't like about that fight is that they

didn't have a way to naturally make it a little bit more difficult or engaging with Nemesis

himself. So they're just like "I will just chuck in more random zombies to make this

a little bit more complicated." What do you think about all of them?

Nemesis is nemesis isis isis is nemesis is progression and evolution. I think is the

best. The best part of this it reminds me a little bit of jack and resident evil seven,

where he kind of progressively evolves throughout that game and then surprise shows up

toward

the mid mid to end point and becomes a big goopy monster man himself. It's great to see

get bigger and more animalistic and primal in his unrelenting pursuit of stars. So it's

just that's fun on the rooftop with the flame thrower that feels scary in the sense that

he not only has just shown up again, but now he is actively pursuing you with a flame thrower

up a construction site. That's the first time he starts wielding weapons, correct? Yes, because

she

comments on it and goes he can wield weapons. So like you understand that this is a more

intelligent creature than you've possibly fought before. So that's just really it's awesome quite

frankly and then immediately you think he's dead jumps down he has a rocket launcher and then is chasing you with a rocket launcher like they've immediately are upping the ante and showing you

you that Nemesis doesn't just lie down.

And that's how a lot of fans remember him from the original game, just busting into all these areas with the rocket launcher.

It's like, "What the?

What is going on here?"

I do have to say I love his design as well in the remake.

He's totally wrapped in body bags at the start, and then they just melt away over time.

The dog chase by the clock tower, that fight is cool because it lets you use the mine rocket or grenade launcher ammo, but it feels easy.

It's an easy fight, but he's just transformed.

It's a good set piece that's a bit easy.

It's also a good spot to restock if you collect everything in that little circle before you move on to the cut scene.

The Colosseum fight, it's cool that Carlos comes in and we do all this and you really think it's dead

by the end of the fight too, which feels good

and makes the final fight pay off so great,

'cause he just becomes this goop monster mold thing.

And oh my gosh, what a fight.

It's the best.

- It's not very fun or engaging, the final fight,

but it's so satisfying to just see him

blow up into a bajillion pieces.

- Yes, because you've been pursued

by this thing the whole time.

It is very much just shoot the red blisters on his body

and push the batteries into their spots

and then blow 'em up.

But the final nuking of Nemesis is great.

- It is. - And he looks crazy.

- Yeah, it's one of the best boss evolutions over time that I've ever seen in a game.

And it is satisfying.

You feel so good when you blow its body.

its brains to smithereens. Like, just demolish it.

It is very much in line with what all these Resident Evil games have always been though,

which I love, and they know this, but all these characters just always end up blowing

up into giant monsters of some sort that are like "Oh no! I've died! Ah!" and then

they morph and turn into something even crazier. I mean, that's happened. I mean, how many games have we played now where that's happened. It happens with Jack in 7, it happens in this

game with Nemesis, it happens in... Happens in 4. Happens in 4, yes, with multiple characters kind of. Happens in 2 if you get the true ending. Mhm. Birkin becomes a big gloopy glob.

Spoilers for 5, but Wesker, this happens to Wesker. What? Yes. It happens constantly.

I think I have village too, which I know we have not played this season, but

Lady D turns into like a big like flying bat creature or something crazy like that doesn't she?

Yeah

Yeah, it is fish fish boy. Same thing happens with him. Like it's just it's one of its so

It's almost is like

Expected as like Persona games. It's always like oh although all the persona games are different until you get to the end and you have to fight God. Like that's kind of like Resident Evil. I could predict Resident Evil 9 right now and I'm gonna guess that the game ends with you fighting a giant goop monster of some sort. And that's always great. That's what I want. Keep giving it to me. Yeah, Nemesis's design you mentioned, like I do like how they did design him with this game. I wish he would... I wish he was talking a little bit more. I know he does and I know it's it's kind of there but I wish they would have gave him more of a distinct personality almost in

this game even if that would have come at the cost of it being incredibly schlocky because he is

one of the most iconic characters in the series and I mean he's been in like marvel versus capcom

like he is he's in mvc3 yeah and he's got a rocket launcher he was a dlc character for that game where

he was in the expanded version of it i believe uh joe was my god this is incredible i'm looking at this now what oh yeah so he's kind of gone on to become his like there's like a cult fandom behind

him and I think they do him justice visually in this remake but I do wish he was a little bit more pronounced like speaking and screaming at you and stuff like that like rather than just being like Frankenstein's monster I don't know if I'm alone in that opinion and if other people are very fine I think it would have been just very funny if he was like screaming at you as he was chasing me the whole time he is he is to some degree but if they made it a little bit more pronounced. I think that would have been over the top and funny.

What about kind of the other, it's not really a boss, because you I guess only get to shoot him once, but what about Nikolai? This is what I was going to ask you about.

Yeah, let's talk about the story a bit, because the story is very much obviously just get out of the city, but then there's the different characters. Nikolai is one of the most prominent characters other than Carlos. I do not like Nikolai and I just think he's too stereotypical.

He's not what I want from this series I guess. It's like, okay, if there was a situation like what is being depicted in this game going on in real life, would there be people out there trying to make money off of it and fill their own pockets as a result? Yeah, I guess.

So he's like a mercenary in that sense, but he's... I like that all of the other bad guys in Resident Evil kind of have ties back to Umbrella. They're part of this like nebulous organization that is trying to undermine the world to some degree. And that's pretty consistent throughout all of the different games. Like even up until Village, there are still ties the Umbrella with that game and stuff. I'd say Seven is the one where it's a little bit more isolated and the villain's a little bit different to my knowledge. But I like that all these characters have ties back to Umbrella and they're just part of this inner woven conspiracy and this

evil monolithic corporation. Nikolai is obviously working for them and is trying to do their bidding but he's doing so in the name of just, "Oh, I just want money." And so from that perspective, there's a lot less depth. And I don't think there's a ton of depth to any of the characters in the Resident Evil series, if I'm being totally honest. So he's very one-note, and I guess it's fine for what he is. But him not having any more direct ties to Umbrella, other than just, "They're paying me and that's what I just want money." It's like, "Okay, dude, I mean, what are you gonna spend your money on if the whole world is in flames though, I guess is my question for some of his character motivations.

- Okay, so to me, Nikolai, you're right.

OneNote just wants money.

He's fine.

I think he is that annoying pest the entire game

and it feels good to leave him behind
at the end of the game.

So I think the payoff is it works.

I also love Jill's line to him, you know,
I don't mind a little detective work.

Like that, one of Jill's many great one-liners
in this game.

But where we're at now in our play through of the series,
I don't think Nikolai is all that different from Wesker.

Now I understand Wesker becomes more prominent here
in "Protonica" and "Five". - Yeah, this is what
I've told you, yes.

But right now, what was Wesker doing in Resident Evil 1?
He was ordered to pick off stars and get combat data.

What is Nikolai doing?

Picking, like destroying Umbrella evidence in Raccoon City
and getting combat data.

So I feel like they're very much in the same vein
and so I don't mind it right now.

I'm more fascinated just by, why,
what is this combat data?

The creature is dead.

Like what are we selling here?

That your creatures can be beaten?

Like I don't understand, my brain is disconnecting
on just why this is valuable.

- Even if they're defeated, that would allow them
to then in theory find ways to improve their monstrosities.

So that's why there's different variants of the virus
that are always running rampant.

Like the T virus is not the only virus
like that's always changing and then it becomes
in the later games, what's it called for,
the Las Plagas or whatever.

- Las Plagas, yeah.

- Yeah, there's always different variants and strains
and they're always trying to improve
how these things are functioning.

- I think Nikolai, as of right now in the series,
in our own season, is on par with any other
kind of main evil baddie.

Now, we'll see what happens here in our remaining games
and maybe even how they update Resident Evil 4 Remake,
but we'll have to wait and see how all that pans out.

But I don't mind Nikolai.

Like, he's just a bully.

- Yeah, he's just, like you said, he's a pest.

He's a good, the payoff is good at the end,
I do agree with that, but he's very forgettable
of all the different villains in the series.

I think he's up there with--

- No one's out here clamoring for Nikolai
to make a comeback.

- Yeah, I think he's very,

I think he's up there with the villain
of a Resident Evil Zero, the main leech boy.
- Oh, Marcus.
- Yeah, is just kinda like, what is this guy's,
like they don't do anything with Marcus,
and we kinda talked about that.
He's got more of an arc than Nikolai does for sure,
but they also just don't do anything with him.
So yeah, Nikolai's, I don't know.
It just, he's not what I want from Resident Evil,
like I said.
Like, it makes sense for there to be this character
who's like, I just want money, fill my pockets.
But it's like, nah.
It's like him being so disconnected from everything.
And I've talked a little bit more about how the whole,
just things keep getting more,
like wait until you play Code Veronica
and you find out like more of the origins of Umbrella
and who's behind all this and how it all started.
And you meet and you see the twins
and Wesker starts to become a larger part of it.
And then five, he's a larger part of it.
It's just like the rabbit hole goes much deeper
with Umbrella and I think that the games where they continue to flesh those things out, like
I mentioned, we'll talk about it when we play Village, but they even do that in Village.
At the end of Village, they further flesh out Umbrella and kind of retroactively change
things going back all the way to the Spencer Mansion encounter and stuff like that and
change the way you view those situations. And I like that. So anytime they put in new
villains that kind of reshape the previous games and the way that you view them. And
even Zero tried to do that to some degree by folding in Wesker and Birkin. And I would
already say that they didn't do it very well, but they still tried to like add additional
backstory and involvement from those characters. Nikolai is just, he's in this game, he's
annoying
Jill and then he's nuked out of existence. So.
Presumably. We don't get a confirmed kill.
I mean I think it's pretty safe unless he sprouted wings and flew away.
You never know.
Maybe he'll show back up in 9.
Maybe so.
What did you think about the story as a whole?
I mean there's obviously we're not going to have a vast discussion about the plot and
the specifics of Jill just trying to escape the city because that's all this game is
about.
But what did you think about, yeah, I guess just the through line thrust of the game from
the, I mean this would actually be probably a good spot to talk about the opening of the
game too, which we have not done and how it kicks off.
The intro is fantastic.
I love it for two reasons.
Three reasons.
Five.
I don't know.
A lot of reasons.
The start of the game isn't first person, and they do this twice.

start and the kind of the midpoint when you wake up from the hospital. I love the use of first person to convey a dream state or a nightmare state really for Jill. It also kind of reminds me of the power of the RE engine that it can be first person, third person and all this stuff that we've talked about all season long. So that's really cool. But then you get to see this wall of red string like Pepe Silva, just type of like conspiracy stuff like what is going on. You learn that Starz has essentially been disbanded by Chief Irons and all this stuff after the mansion incident. So you learn that Jill has basically become this vigilante detective trying to prove the corrupt stuff going on. And I think that's really great. Even Brad like smuggles a note in with a pizza. Like yes, it's good. It's really good stuff and seeing Jill's apartment and then you get the call like you You gotta get out of your apartment."

And bam, Nemesis just kicks through a brick wall and basically just goes into town and the pursuit begins.

It's such a great way to kick off the game.

- Yeah, it's fantastic.

And all the ways you mentioned, I love that Jill is, like her dream state or whatever that you mentioned is a great way to convey her PTSD that she still has from the Spencer Mansion incident.

And it makes this game feel directly connected to that one. Which it obviously is, but that game hasn't been remade. But despite not having -- I mean, it technically has, but you know what I mean. Not in this new RE Engine style. Not in the modern sense.

Yeah, but because of that, they still don't try to ignore that game or the events of that game. And how would Jill -- where would Jill be at mentally following the events of that game? And she's seen herself as a zombie in these dreams, and yeah, she's gone off the deep end when it comes to trying to figure out the conspiracy involved with Umbrella and what's going on and she knows she has to get out of the city because things are getting worse and she's got an exfil date already. So yeah, you get a good... I think she gets really fleshed out well from the jump in this game and you get a really good quick insight into where she's at as a character just based on environmental storytelling for the most part and reading the various notes around her apartment and stuff like that and she's just kind of let herself go to some degree and she's just obsessed with what has happened in the city and then boom yes as you mentioned Nemesis busts in and that whole opening 10-minute sequence with Nemesis chasing you down and it's so good. It's it's really it's really really fun. It's the best this game comes out on such a high note and then I think that's one of the other problems with it is that it's just never I don't know if there's anything else in this game that reaches that same height other than maybe blowing away Nemesis at the very end, but it really sets such a high bar in the opening 10 minutes and then is not able to top it again. And I think if they wanted to lean more into the action aspect of Resident Evil, maybe they could have done more sequences like that. And there are some that's not underselling the game at all. I think of the one where she's climbing the tower when Nemesis has the flamethrower. That's a pretty good sequence as well. Like there are other good moments in this game, but just none of them are able to do what is done with this opening sequence where he's just busting through walls left and right.

And that's so great.

And that's what I think of when I think of Nemesis II because that's what the original game is so much like is him just busting in out of nowhere and you're like, "Oh no, I gotta get out of here."

And there's not enough moments like that in this game.

And we mentioned some of the others that are scripted, you know, where he comes out of nowhere and he's got a rocket launcher.

But yeah, those moments are not too common, and I wish we had more of them, especially with Nemesis, because I think that, I think those instances, those on-rails instances, like at the start of this game, do great things for both Nemesis and Jill as characters.

Nemesis just being with his endless pursuit of Jill, and Jill showing her savviness and quick wits to get out of these situations, also just not backing down and being willing to go right at him when she needs to. So yeah, I wish there was more of that. But it comes out on a very high note. Did you have anything else to say about, I guess just the through line story again? It's very broad. This is the final Raccoon City game. Bye bye Raccoon City. Her and Carlos, I don't know if we've talked too much about their relationship.

I like their relationship. I think it's, I like that he is an umbrella employee. Yeah, I like that too. And learns about their evil throughout and kind of like he was never against Jill. He's always been on his side and level headed and I like how Jill is mad at him in the beginning, like doesn't want to work with him, doesn't really trust him, but they kind of have each other's back in certain situations and trust is built. I think that naturally progresses over the course of the game. And I, Carlos They have a much better back and forth than I would say like Leon and Claire do.

Oh, absolutely.

Leon and Claire kind of build rapport quickly because they help each other out at the beginning of RE2, but they really have no relationship of any sort, which is why when you get to the end of the game and Sherry's like, "Can you guys be my parents or whatever?" It's like, "These people don't even know each other though."

Yeah.

This feels like a really natural-built relationship over the course of trying to escape the city. Yes.

feels good. And I like Carlos. Like Carlos never doubts Jill, never underestimates her, is always there to help. He's in a great support role and Jill begins to trust him over time and it's just a good story and then he saves her and stuff. It's a great pair there and they cut the fluff of needing two campaigns by just having Carlos playable twice, which I think is the right amount it's it was a fun surprise initially and then it's it's cool in the hospital to play that portion

instead of just Jill has been given the cure in a cutscene so

It's a good good team building

You mentioned it before and we've talked on it about it a little bit and we've been doing so over the course of this whole

Episode but I did just want to also say yeah Jill is one of the best as an evil characters She's she's my favorite. She has a much stronger personality than a lot of the other characters Do like even Chris Chris is one of my favorites and he's pretty one note and boring a lot of times

Jill has a much more distinct personality. I think

Probably one of the more I think she's maybe the most standout character of the whole Series in a lot of ways. She has so many great one-liners in this game

My favorite is when Nemesis is on fire and he jumps into the river and she thinks he just drowns and she says, "B*tch can't even swim."

Yes.

Like that's great.

That's a great line.

Next time take the hint as the blow of the brains out is so good.

Her one-liners are I think top tier Resident Evil stuff.
I know people would go to Resin UL 4 and Leon and like those stuff that he says
But Jill is consistent in this game. She's just one liner after one liner and
They are delivered so well, it never feels too
Too cheesy. It's just the right level and
It's great. She is
Fantastic and a great performance
Was there anything else you wanted to talk about with general?
core pillars of Resident Evil like the puzzles or the inventory system. I don't
think there's really anything to say about the inventory system this time.
It's very similar to RE2 and you kind of mentioned some of the... It is the RE2 system. Yeah. So
there's
none in there. The puzzles are just light enough, you know? You're never... you're
never really stuck, I don't think. It's... it's pretty hard to get stuck in this game. Well that...
and that's just because it is so much more linear. Yeah. We've talked about it.
I'm okay with that. I do want to say, now having played, you know, this will be my sixth
game that I've played, I kind of wish this game had an extra scenario or a DLC type thing.
You know, RE2 had like four scenarios, seven has some, four, two, I wish, even there's
Wesker mode. Now I do get that there are multiple play throughs and you get new weapons
and
you can go faster and faster. That's fun. I love that. But there wasn't like a, you
know, tofu or hunk scenario. Like I, I didn't mind it before when I played last year cause
I didn't know about these things really. But I wish this game kind of had a little, a little
bit more fluff. In the extra content realm. Yeah there's not even any DLC for this game
either is there? I mean there is. There are very few costumes, there's like two you can
buy and um, it's just, it just feels light on like that extra supplemental Resident Evil
material. Well you're supposed to play Resident Evil Resistance, come on. This is true. You
You just gotta play the bonus multiplayer game that was horrible.
Have you ever tried it out of curiosity?
No, no.
I've never.
I think I dabbled with it when it first came out and it's not...
It's asymmetrical multiplayer, right?
Something like that, yeah.
One person is like a mastermind and is trying to unleash different umbrella creatures to
to stop these survivors who are trying to escape.
So, yeah, it's not great.
- I pulled it up.
The only costumes you can buy,
there is, the pre-order bonus was Jill
in her Starz uniform.
So that's, I think, freely given out.
But the only costumes you can buy are the classic pack,
which are designed after the RE3 original outfits,
where Carlos is a white man, it looks like,
with blonde hair, and Jill is in her tube top
and a sweater around her waist and some shorts.
But "Resident Evil 2" had like a
Rick Grimes style outfit for Leon.
- Yes.
- I forget honestly what Claire could get.
So it feels like there just wasn't all this extra
Elsa Walker and even "Resident Evil Zero"
has more costume packs where they put Rebecca and Billy

in a bunch of silly things.

So I kinda wish there was more.

- You're in agreement with people then who say that they think this game is light on content.

I know that you like the through-line campaign quite a bit, but there is not as much to this one as other Resident Evil games, for sure.

- Yeah, it feels like a missed opportunity to throw more costumes in and maybe an extra scenario.

Maybe more on the hunk side of things.

I know that scenario is there.

Maybe you get more like a hunk mission again or something, but you just gotta play operation Raccoon City

If you're dying for more hunk, come on. I mean we could it's not too late. We're only mid-season

Good, but that's a scary prospect

Let's talk

music

I again, I don't know how much you have to say save room, baby

This time around. Yeah this time

The music in this one really didn't stand out to me as much as many of the others which I know I've said before

But yeah, it's I cannot remember anything distinct from this game and I know you said that you can though

So I well the one in particular I really wrote down besides the save room was the nest lab theme

I like that kind of antsy piano that's

Pushing forward. It's like we know we're at the end of the game that feels really good

Yes, the pursuit themes and stuff like that. Like it there's good energy. I think when there needs to be

Yeah, like we talked about the opening of the game like yeah, it's it it

Matches the pace. Well, I'm

There aren't as many standout tracks. I think as in Resident Evil 2, you know that we've talked about but I like

You know, I like a few of the songs here in particular the nest lab theme max. Let's uh

Wrap up and as we always do and talk about this game's legacy because I do think it is an interesting one

And I think you hit the nail on the head earlier when you were talking about how this game was made both in its original and remake instances where it was

Kind of a supplemental game to Resident Evil 2 in both instances. So this game has never been

think within the

Eight mainline entries of the Resident Evil series. This is not one that people point to a lot as being one of the

Best or most memorable you might be on an island there by yourself in that regard

But I think that's just yeah for a lot of the reasons we mentioned this game is more linear

It was not really meant to be a mainline entry the first time around and then it kind of did become one

and then with the remake here, it feels more like a

Very good expansion or DLC of Resident Evil 2 like a lot of reused assets a lot of reused

Structure and things like that and obviously this game is still good. I I do not think this game is bad

I've heard some people say the game is like straight-up bad, and I don't understand that like I had a very good time

I had a very good time playing this but it is
It just doesn't it feels like a
supplemental Resident Evil game for certain and I don't know if you
Have any differences of opinion because of your own personal feelings on the game
I'm certainly way more positive on this game. So I think I look at it as this lens of a
Smart reuse of assets to make like a sequel game
Allah Majora's Mask which would have definitely been a thing, you know around that time
with Ocarina of Time and Majora's Mask those were
Announced not far apart and now we've got Resident Evil 2 and then turning into 3
Well, this used to be way more common in game development
Like I'd say up until the past eight to ten years of triple-A development
I feel like even going back to like the 360 and ps3 gen there was a lot more of
This stuff where it's like one game comes out and then the next game it's like, okay
Let's just reuse a lot of assets we did and we'll push out
You know
We'll push out Uncharted 3 in two years rather than right and but look at today as well
I think at least primarily with PlayStation,
you've got Uncharted Lost Legacy or Miles Morales.
Heck, we've joked about God of War,
you know, Atreus goes to college.
Like, the idea of reusing assets to make these smaller,
they're bigger than what would used to have been
standalone DLC, now they're just more small, spin-off games,
standalone 40, \$50 games instead of the full price.
And I think Resident Evil 3 fits in that realm.
And today, you know, it's 20 bucks or whatever,
like the price is so easy to swallow.
I don't know if this was a full \$60 game when it came out.
- Oh, it was, yeah.
- Okay, so I could see the contention there
because it took me less than four hours
to beat it this time around.
But my total game clock is like 24 hours.
So I've spent so much time in this game
and I love it so much.
I think the most important thing in its legacy overall
is it's not afraid to be a video game.
It hands it up, you can unlock infinite ammo
and perks and power-ups, and it encourages you
to do multiple runs, which was a part
of the original design back in '99.
- Yes. - Here's how you get
all these secrets and unlock all these things.
It's just not afraid to be a game and take itself too seriously and encourage fun challenges
and mechanics and design.
And I think that's super refreshing in a world of 30, 40, 100 hour open world games.
This is a weekend game.
It reminds me of The Order 1886.
I rented that and beat it in one night and it was...
That game's fun and beautiful.
And this game is fun and beautiful.
refreshing, it's snappy, it's engaging in that way. I think this is, it's like a breath
of fresh air to a degree, and especially in other games in the industry, not isolated
to just Resident Evil. And so I think that's really the legacy for me on this game is it

just fun.

Yeah, I do wish in a general sense that more games like this did exist because I do like these games where there are quick turnarounds. It was very cool to have RE2 come out, the remake, and then have this 12 to 14 months later or something like that. That was awesome. I remember how thrilled I was as a Resident Evil fan. I was like, "Oh my gosh, we're eating good right now."

Still are.

And we still are. Exactly. So I love when smaller games like this do roll out. I guess within the larger context of the series, though, this is definitely one where there is less meat on the bone for sure. There is not, you know, even going back to the older games, there's not two campaigns. The four, five and six are all much longer. Seven and eight are doing different things as well. Like this is the mainline entry in the series that is probably the briefest and it does. Yeah. And that's fine. And it doesn't have to be this sprawling 15 hour thing or have multiple playthrough, multiple routes with different characters and

things like that. This game is good for what it is, absolutely. But I also understand why it's not considered top tier within this series, if that makes any sense.

I can see it, but everyone who thinks that is wrong, this game is the best.

I am curious if that'll continue holding true for you.

It may not be as much meat on the bone, but there is zero fat.

There is zero fat in this game.

It's lean.

It's ripped.

This game is shredded.

I'll largely agree to that, because even the sections that I do not care for, like we said, the sewers and stuff like that, they don't overstay their welcome, really.

So you're in and out pretty fast.

So that's good.

Great game.

The one last thing I want to bring up before we do move on is that we're kind of done with this era of old Resident Evil here for you and we've got Code Veronica coming up will be our next episode I believe, correct?

It is.

Code Veronica is episode 7.

And then that'll be our final episode.

I am very much interested in seeing how you take to that game.

Not only that, but after you play Code Veronica I'm wondering if you'll feel strongly, like most people do in the fandom now, that that game needs a remake desperately.

Well we talked about it briefly, that seems like the logical next step before a 5 or a 6, so I'm hopeful.

And it kind of, and this game kind of teases that at the end with her picking up the vial. So her picking up the vial, that's a Code Veronica thing.

Just kind of, it kind of hints that this is not over yet and that Umbrella's still out there and she's still doing work and like, it doesn't hint directly at Code Veronica I suppose, but it would be a logical... it's a good stinger, I guess, for what would be next which would be Code Veronica. Because I know in the mainline order obviously 4 is next, but Code Veronica is one of the most important games in the whole series when it comes to like overarching storyline stuff. So yeah, that game... I'm interested in hearing your thoughts on that game, especially because I think we talked about this in our previous episode. That will be technically the oldest game in the series you will have played because there isn't a remake or a remaster for that one like there is with RE1 and RE0 obviously came out after Code Veronica and stuff like that. So that will be the oldest entry that you've played. You'll be playing a PlayStation 2/Dreamcast game here. Very good. I'm excited to play it and I'm looking forward to our episode which will be our next one. But for

For now I think that wraps it up on Resident Evil 3.

Thank you so much for listening.

If you like you can follow the show @ChapterSelect.

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If you'd like to follow Logan on Twitter you can @moremantwelv and his writing over at comicbook.com.

If you like you can follow me on Twitter @MaxRoberts143 and my writing over at maxfrequency.net.

And until next time, adios!

Chapter Select is a max frequency production.

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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

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