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- - -

- Yeah, so I'm going down there.

I should be able to get into the Xbox showcase, no problem.

- Are they doing a live thing for that?

- I think so.

- Grub, I think today talked about all that stuff.

- Good, I want live events back.

I want awkward people on stage presenting.

I'm tired of the direct stuff.

- The prerecorded stuff.

- Yes, get weird awkward stuff.

- I'm not sure if it's at the Microsoft theater.

Like why would they?

- That's true.

Well, they used to hold their,

the past couple of years for E3,

that's where you would always go for their previews too.

So if you're in press and you're going to play games,

that's where that would be too.

But I guess they would hold the showcase there as well.

- Yeah, like it, you know.

- I wonder if the Starfield thing

would be prerecorded then too,
or if Todd Howard would just come out on stage
talk for 45 minutes.

>> Yeah, so there's the Direct and then there's gonna be the Xbox Showcase. So I think the Direct is gonna be pre-recorded which honestly, like if you're focusing on a single game, that's fine.

>> Yeah.

>> The Xbox Game Showcase I think is going to be in person. But I need to figure out, I need to message my Xbox contacts and just be like, "Hey." Because I know that people are starting to send out emails regarding that general timeframe. So I just wanna like...

- It's April somehow already.

- Yeah, I wanna get on the ball before it's too late

and they say like, oh, we don't have room,

blah blah blah blah blah.

So. - Yeah.

I'm just glad I went to E3 before it died.

Even if it never comes back.

- I remember you FaceTimed me from the show floor

and there was a big rabid Donkey Kong.

- Yep. - That was the thing.

- That was the thing.

I'm looking at your Twitter cam.

I was pulling it up just to check something.

And I'm like, Kingdom Hearts is terrible,

and I remember what today is.

Very good.

(laughing)

The combat is one of the worst of me, okay?

Especially too.

Oh, very good, buddy.

- Before we start, I'm sorry,

we didn't even talk about this.

How are you feeling, I know that you said that

Kingdom Hearts 3 was like, you know,

the worst game ever. - It broke my heart.

- But how are you feeling about four,

like when you saw the four and now?

I don't think we ever talked about this.

- We never did.

I think the humans are interesting.

It's interesting to see Sora in a space with other people

that don't necessarily look like him

or Final Fantasy characters.

I like the city stuff, like that seems pretty cool.

- Yeah, quadratum, yeah.

- I'm, you know, I will be interested,

and of course I'll play it.

I definitely ham up the Kingdom Hearts is bad now,

But, you know, I'm interested.

Sora being older is cool.

It's always great when he ages up.

- I feel like that that's just the art style right now.

I still think he's probably gonna be like 16, 17 years old.

- Yeah, maybe.

Yeah, let me see.

- Okay, okay, okay.

- I just like that Nomura is so

spurned by Final Fantasy versus 13 this many years later.

- Kingdom Hearts!

He can't let it die. He's like, "No, we're canceling this, but the idea's not great."

He's like, "The idea's not great. You think this idea's not good? I'll put it in my other game!"

He just can't let it die. It's insane.

I'm excited about it, though. It's hype as f***.

I'm looking at the picture.

It's like truly crazy, auteur. That's like something Kojima would do.

Yeah, it's just... it's textbook Nomura.

Like it's something that you could expect Nomura to do but like even so you're just like wow he's actually doing it

I it's just it's weird seeing Sora next to a car

Like real cars like I'm looking at this screenshot where he's fighting that big awesome looking heartless, but it's just

Why is Sora next to what looks like like a Nissan?

Ultima

it's

when

I don't know when we're...

It'll be 35.

Yeah, what is this?

This is not the...

I don't know why, uh, 2025.

That would be nice, but I always feel like these things take forever, so...

Kingdom Hearts 3 was an anomaly, because they had to basically restart the game, right?

Oh, this was...

Well, not just that, but I feel like game development forever, or takes forever now in general, so I...

The trailer they released felt like a proof of concept video or something like that, and now they're like, "Now we'll make the game!"

- Didn't people think Star Wars was in it because of the forest shot?

- 'Cause there's like a footprint of an AT-ST.

- Yeah.

- Yes.

- You've been asleep since you've arrived in this world seven days ago, very kingdom of--

Like I like his outfit.

I don't know about the feet,

like we could just get shoes back on him, some big old goofy shoes please.

- He has shoes on, they're just normal shoes.

- He's barefoot in the opening shot, he may throw shoes on later.

- But when he goes out in the street, he has shoes on.

- Okay, okay.

- He's not running barefoot in the streets.

- That'd be pretty wild.

No man, it's always dope when he pulls out his keyblade.

It's like, I can't get rid of that.

And the combat, you know.

I like the, it looks like the flow motion type stuff.

- Yeah, I hope they make that--

- I need some Donald and Goofy next to a Nissan Altima, you know?

- Yeah, I hope they make that feel a little bit better

in 4 because when you would run up a wall or if you would land on something where you're sliding there would be that kind of abruptness when it's transferring the animation. I hope that they fix that because that was one of the things that like... it was a small thing but it really irked me. I feel like they could have done something, figured something out to make that feel better.

One quick thing, and then we should probably get started.

What do you think about Final Fantasy 16?

Because I am coming like, that series has never been my thing, but that game looks awesome.

I am very hyped for that.

I will be playing that game.

You know, I'm one of those people that like with Final Fantasy or like you know most JRPGs, I don't need to like be sold on playing them. So when I saw like the stuff that we did that was given for Final Fantasy 16 like before like the previews dropped, I was like I don't need to see anymore.

You've gotten dark on it since the trailers.

I went to the panel. I went to the panel where they showed off the video and like now I'm like super stoked. I am very hyped for it. I don't like the you know the combat, the action combat and stuff is gonna be really cool. I want to know more about story because I know like you can like tie some pieces together about the story but I just like would like to know a little bit more.

it's like it's hard to ever understand like high fantasy stuff until you're actually actually playing it or viewing it sequentially. if somebody tried to just explain Lord of the Rings do you like oh yeah it's about a wizard and these hobbits and they try to get

out of the map and you'd be like huh what? you just kind of got to see it for yourself

I feel like.

[Colby] yeah and yeah I mean yeah the combat looks great. I like how we have a dog companion

that's cool.

>> The summons look sick. Reimagining the summons too is really cool.

>> Yeah, it's cool. I'm not too worried about the combat and stuff like that. That stuff looks really great. It's more of the story and the world building and that stuff, like why I should care about these characters. That's the stuff that I'm kind of just waiting to get a little bit more of. Also, I'm not a big fan of the voice choice for Clive.

I haven't heard it or I probably have but I don't remember.

It's very gritty sounding. Yeah, I'm not a big fan of it. It's not that the voice acting bad it's just I don't it's just like not the voice I really expected from the character and I just like not not a not a huge fan of that direction and it might you know I might warm up to it eventually but that's just kind of like how I feel as of right now but no yeah I'm super excited for it I pre-ordered the collector's edition for it because it's my own fantasy. But yeah, I do wish it was coming to Xbox, but it is what it is. You know, I'm not going to sign my own.

Nothing comes to Xbox from Square Enix anymore. Which is bizarre.

It didn't get Octopath? They got Octopath 1.

They got Octopath 1, they didn't get Octopath 2.

They just announced another game this past week that's also not coming to Xbox. I forget what it was. Oh, live live live. Yeah. Like they keep reading all these games PlayStation and PC but not Xbox.

Yeah. I don't know about that, which it sucks. Um, but it is what it is. It's weird. I hope they don't get acquired or something. One second. Oh yeah. That's like worst nightmare situation. Yeah.

Hello everybody. Welcome to chapter select a seasonal podcast where we bounce back and

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

For this season, we are covering the Pokemon franchise.

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

Hi, Logan.

- It's time to go to trumpet land.

(mimics trumpet)

- That was my trumpet.

- Yeah, but you didn't get to experience the real trumpets
because we played the fake news remakes in this episode.

- Yeah, we did.

We were alpha and omega over here.

That's what I should have called you.

should have introduced you as the alpha.

- Yeah, that would have been a good idea.

Alpha Logan and Omega Max.

- Even though we both played the correct version, Sapphire.

- We did, yeah.

- Ground on Sucks.

- Never played a Ruby game, ever.

- Keep it that way, keep it that way.

- I was just gonna chime in and say,

this is one that I've been looking forward to you playing,

because obviously I think we've well documented

this season by now that you never, this was one of the ones you skipped, so I was looking

forward to you diving into these and I'm looking forward to seeing what you have to say about

these games as we get into this episode. Yeah, it's always so new and fresh, which is strange I think when you talk about Pokémon and just how big it is, someone coming in without a lot of experience with the games. It's cool, every time something's new and I'm looking forward really actually to everything else this season because Ultra Sun and Ultra Moon are very different. That would be a fun one for both of us because we both have never played. Yeah and then there's black and white and black and white 2 like a true pair of games that's all new to me and so I'm excited I'm looking forward to the rest of the season here and talking about Sapphire and Ruby but I did want to say really quick that, you know, even if you did playground on and Ruby back in the day, you know, we'd still love you to support the show by joining Super Chapter Select, which you can do by going to super.chapterselect.com for just 20 bucks a year.

You can sign up, support the show directly, get access to longer shows, exclusive episodes, and behind the scenes and supplementary video material.

We've got our battles going on,

Our Sapphire Ruby battle is done and recorded.

Logan, he was very upset about the last couple of battles, and so he came in this one hot, really hot.

He had a lot of pride riding on the line.

His childhood version was standing over his shoulder saying, "You must win."

- I've accepted my place as your rival, Max, and I'm very much leaning into this.

- We're really embracing the rivalry energy here.

- So are you blue to my red?

I don't feel like I'm a very cool red.

- That's how I view it, because I'm the one who talks smack,
so I gotta be the one saying smell ya later
and stuff like that.

- You should, you should sign off those videos
as smell ya later.

But thank you so much to our members that we have now
and you can check out more over at super.chaptersselect.com.

- Outside of memberships,

We've also got other special things to talk about with this episode and that would be in the form of a guest that will be joining us here in just a couple minutes.

Cameron Hawkins will be joining us to break down Ruby and Sapphire, in his case Emerald, which is the one that he happened to play through for our discussion.

The only trifecta!

This is true!

All three versions of a generation, I think the only time this season we'll be doing that.

Yeah, I think it's the only time where we're going back and not because otherwise we're just sticking to the remakes if there's a remake option.

So yeah, we'll have Cam's take on how Emerald holds up some 20 years later.

Before we do that though, let's do our typical breakdown of everything related to Pokémon Ruby and Sapphire here.

Per usual, developed by Game Freak, it originally released on the Game Boy Advance and later the Nintendo 3DS.

With the remakes, the original release date was March 19th, 2003 for those of us in North America

for the original versions. The remakes launched on November 21st, 2014.

The original game's director was Junichi Masuda, and the remake's director was Shigeru Amori.

The producers for the original games were Hiroyuki Jina,

Takahiro Iizushi, and Hioki Tsuru.

The remakes producers were Masuda, Shusaki Igami, Takaru Atsunomiya, Hitoshi Yamagami, the music for the original game was Go!

Ichinose, Morikazu Aoki, Junichi Masuda, and on the remakes the composers were Shoto Kageyama,

Nanko Adachi Hideaki Kuroda in Hitmoi Sato, I believe.

And then the Metacritic, Max,

I found this quite fascinating.

The Metacritic aggregate score for both the remakes and the original games was an 82 out of 100.

- Just riding the same wave across time and space.

- Nothing changed over the 15 year gap between

The original game's coming out and then the remake's coming out, which is kind of interesting to me.

And also, I never really looked at what the...

This is kind of the gen that I never knew what the critical consensus was on it back in the day, because I wasn't reading gaming magazines at the time.

I knew that the original Red and Blue and then Gold and Silver were big deals.

I mean the worldwide smash hits and that's not to say that Pokemon wasn't I mean it was definitely less big than I guess it

was in the late 90s early 2000s by this time, but

Yeah, I guess I never really thought about what these games were how these games were received critically

so it was kind of interesting to go back and

Scan through some of the original reviews there for the original games at least I only know about

7.8 and too much water. Yeah, I mean that's that is the criticism tied to these but it's also not

Wrong criticism in a lot of ways and we can talk about that with Cam Hawkins. Cam, thanks for joining us to talk all about

Sapphire and Ruby today

Yeah, I'm glad to be here. I love I love Pokemon. So I'm always willing to chat about it. All right

Let's uh, let's kick things off and we'll start with you Cam. Just what was your experience like returning to this game?

How do you feel about this game now?

now and what's your history with this game overall?

Were you somebody who played it originally

on the Game Boy Advance back in the day or

where's this one at in the Pokemon series for you overall?

- Yeah, so I played Pokemon Ruby growing up.

I vividly remember being upset getting Ruby

'cause Sapphire was already sold out

'cause I believe I got it around my birthday.

And while Johto and Pokemon Crystal specifically

is like my favorite Pokemon game.

I think Pokemon Ruby, you know,

just the Hoenn games in general

is the most hours I've put into Pokemon.

- You and me.

- That was kind of like the peak of my Pokemon consumption.

And I still, there are things about Hoenn

that I really, really, really love to this day.

And I played through Pokemon Emerald

for the first time actually.

And cause I was always told like, Oh, Pokemon Emerald is basically like,

it's the Pokemon crystal of, of Hoenn.

And like, it's notably better than, uh, Ruby and Sapphire.

And after playing it, I don't know if I agree with that.

Like, I'm not saying that it's not a great, uh, like one of the best
Pokemon entries cause it is, but I think a large part of that has to do with Hoenn
Um, being such an interesting region, then like the additional, uh, content slash
changes that they made an Emerald compared to Ruby and Sapphire.
And I will say that I have played the Hoenn remakes and I think they're bad.
I just think they're straight up bad.
I think that like, especially when you compare them to hard gold and soul silver,
it's been a long time since I played them.
Cause I played them relatively, uh, soon after they came out.
But, you know, one of the most disappointing games I've played in recent memory, for sure.
It just, and I don't know if it's cause, you know, the Pokemon games are in 3D now, or if it was
the
changes that they made, but I just don't think Hoenn translated well in a 3D space because it,
It focuses a lot on water, which I think is one of the strengths of Hoenn, but not in
the artistic direction that they went with Alpha Sapphire and Omega Ruby.
And when I say it's bad, I don't think it's like a bad game, but I think it's one of my
least favorite Pokemon games, to be more specific.
Uh, yeah, so that's basically, uh, my experience, uh, again, like I, I
enjoyed my time with Emerald.
Um, but I kind of expected more.
I had like higher expectations, uh, going into them and there have been
other Pokemon games in the past where like, I heard like kind of similar praise.
And I think those expectations were met, but I don't think,
uh, Emerald is one of them.
I'm gonna, I'm gonna jump in here before you, Max, because if I'm right,
you've never played these games until now.
- No. - And I know I kind of
have a similar story as Cam.

Yeah, like I said, this is definitely,
by far the Pokemon games I have played the most.
I've never actually played the remakes until now,
so I played Alpha Sapphire this time.
And I agree, a lot of the charm of the original games
was very much lost in this remake,
especially, and we'll talk about this more later,
but the music just did not stand up.
And I know the Ruby and Sapphire soundtracks
get a lot of like, there's a lot of memes with them
and oh, trumpets, trumpets, and like that's
what people talk about when they talk about these games.

But I love those soundtracks.

I think those original soundtracks are
like top tier Pokemon music.

So when I got to the final battle with Steven in the remake
and there's not the trumpets blaring like crazy
in the final champion theme, I'm like, this sucks.

I don't like this at all. (laughing)

They replaced like so many of the horns
in that final champion battle with keyboards and things like that. I'm like, "No, this
is not the same." I don't know. There's something about those games in that era, and I agreed.
Sapphire was the one I played, and I can't even tell you how many times over I played
that game as a kid. Probably like 8 to 10 times. I've probably put over 1,000 hours
or more into that game alone, let alone Emerald whenever I got that. I've still never played
any version of RWBY to this day, which is kind of bizarre.

But yeah, so we have similar stories in that regard.

And I enjoyed, the thing I'll say going back to it
as somebody who played the remake by comparison to Ucam
is I did get my nostalgia fix from this playthrough.

And so it's hard for me to look at these games
and not still like them, like quite a bit.

Like I had a really good time playing through Alpha Sapphire
and there are drawbacks with the remake
that I do not love, and I think the original game is better,
but as just a good 30 hour hit of nostalgia playing
through the game once through,
like it did its job in that regard to me.

And so this was a fun one for me to play through
and revisit and was giving me a lot of those warm feelings
I had as a kid, because I should point this out too.

This game is really special for me because I bought my SP,
my Game Boy Advance SP in tandem with this game.

When my parents bought that for me for my birthday,
They said what is the one game you want as like Pokemon Sapphire?
And so that was what?

Like that was my introduction to like that era because I didn't have a game way advanced prior
So that was my original game boy advanced game and that's partially why I played it so much
So I have just general fondness for this era of Pokemon that game and I tie a lot of those
feelings are tied up together

with like my first experience with the SP the backlit screen all of that stuff like oh

Oh, yeah. So it's like that's like one of my favorite areas of gaming ever and so. Oh, yeah

There's a lot of positive feelings tied up in this case. It's hard for me to say too much bad about
it

Sure, but there are definitely some drawbacks that I'll get into max

Blind playthrough person. What do you think? Well, I have some history some history not necessarily playing the game

But at some point in my youth I became infatuated with mudkips

There is me. I heard you like mudkips. There's clips from the anime and stuff

But and that gave birth to my first email address, but kipp 143 at hotmail.com

You know you send email to that that account is

Defunct as all read out, but my original my original email was bulb a fan one at aol.com

I love it. So Pokemon email addresses come strong

So I mean, I'm still stuck with that username in some ways. It's still my PSN. I know I can change it

But the names I want aren't available. So it's like what's the point?

So mudkip has followed me my entire life or you know, most of my gaming in adult life

And I was always infatuated with like the see-through cartridges, but I just wasn't allowed to play Pokemon at the time

I wouldn't actually come back to Pokemon until the next generation on the DS when I was about 13 years old

So I I guess that's kind of like my rough experience in general with this generation now coming into it

Fresh here on the 3ds because I also played Alpha Sapphire because Kyogre is just better on always

It I wish I played the Gameboy Advance version

Mostly because of just the technical performance

It just doesn't run well on 3DS quite frankly.

- This is the same thing with X and Y.

X and Y is the same thing.

Did you ever try to turn to 3D on?

- I did.

It drops dramatically.

And so I was actually jealous of Cam

because when we kind of reached out
and pitched doing this episode,
he asked if he could just play Emerald on,
I think he played it on your Pocket or something.
And as we were playing, as I was playing through this,
I was like, dang, I kind of wish I did that too.
'cause I have Sapphire in the drawer over there.
I could've done it.
So as a 3D game, I wasn't actually particularly fond of it.
It's an interesting generation.
Narratively, we're coming out of,
we have a new team, rivalry team, and focus there.
There's new gyms and a narrative push.
There's a lot of the world is ending kind of pressure
around it, which is a first for Pokemon up to this point.
- This became very common in every other installment
in the future.
It just goes from a group trying to kidnap Pokemon
to Pokemon that control space, time, and the earth
and the sea and everything in between.
- So that was an interesting juxtaposition.
- Yeah, and I'll say that like, this is one of the key
points I want to talk about that is like,
probably one of the worst things about this generation
is that team Magma and team Aqua
have to be the stupidest team in all of Pokemon.
(laughing)

They're just like one team.

We wanna drain the water and cover the earth
with more land and then it's like that's stupid
'cause everyone's gonna die.

We wanna expand the ocean and make more
and then cover the land.

That's stupid 'cause people are gonna die.

- I totally agree.

That whole, like this is our goal,
just never really made sense.

I don't know what the post game is like in Emerald
or even these base GBA games,
but for the remakes they made that Delta episode
where Deoxys shows up and you get Mega Rayquaza
and all that stuff.

And that just was like,
now an asteroid's gonna crash into Earth
and we're all gonna die, so stop it.
And that just felt almost too extreme
alongside the plot of you gotta go get all the gym badges
and fill out your Pokedex, but also stop evil.

- Can I just say one thing
about the Delta episode really quick?

My favorite thing is that you literally fly into space
on the back of a dragon to destroy a meteor
that's hurling towards Earth,
and then five minutes later, your parents are like,

"Come on, inside, let's eat dinner."

And they're like, "What a good young boy."

I'm like, "This is so, what is this dichotomy here?"

Like this little 12-year-old kid is blowing up meteors,
and it's just so, it's very goofy.

Yeah, the stakes are too high for what's happening.

I don't know.

It just doesn't take itself serious.

- Yeah, the stakes are silly,

but I think the actual Delta episode in itself
is one of the highlights of the remakes.

'Cause in the original games,
you had to get Deoxys or Jirachi through events.

And at that time you had to go to physical,
like Pokemon events to get these-

- Go chillin' at Toys R Us on a specific Saturday
or something like that. - Exactly.

To get these Pokemon.

And then you'd like interact with like the meteors
in Mozdeep, I think?

- Yeah, I think you're right.

- It's cool.

Like I think that it does a good job
of like just introducing all that stuff.

And then also like ways of,
which a lot of Pokemon games nowadays are,
Like once you get to the post game, it's just a,

it's just all a legendary catchathon.

Like you can just like, almost all the legends
are just somewhere that you can catch.

- Yes.

- It's interesting here in the Delta episode,
they're also not only giving you a bunch of legends,
but also a bunch of generational starters.

Like if you go back to Little Root,
you get the Totodile or Cyndaquil.

and if you do other events, you'll get Gen 4 and Gen 5 starters as well,
and I'm sure Bulbasaur and Gen 1's in there too.

So it was just...

It's just like, "Here's all the Pokemon you want!"

Which is weird today with the Pokedexes being trimmed down.

This felt more, "Here's everything."

Yeah, they try to dump everything in your lap at a single time,
which is kind of nice.

I don't know. One thing I will say about the Delta episode,
since we're talking about it.

And I don't have too much else to say about the characters that are in the story.

I did appreciate that Rayquaza finally got fleshed out and was given some actual attention
because even in the original games, except for I forget how Emerald is because it's been
so long since I played it, but in the other games it's just like, "Oh, I'm going to go
get a mock bike and go to the top of this tower."

And, "Oh man, there's a dragon up here."

And that's about the extent of all you know about Rayquaza is that there's just some crazy
green dragon at the top of a tower that you biked up. Yeah in Emerald it's

basically both Kyogre and Groudon are like fighting each other in Sootopolis and you have to go to Sky Pillar which you don't even get to catch him at this point you just have to go up there to catch or to just interact with Rayquaza and then Rayquaza basically just ascends from the heavens And it's like, y'all stop fighting.

And then that's what happens.

And then, and then after that, you go back to Sky Pillar and then you can catch them and you have the master ball.

I mean, even before the first encounter.

So it's just like, why couldn't I just caught him, catch him in the beginning and just be like, all right, Rayquaza here.

I get it.

Cause like the story, you know, you could technically like kill Rayquaza and not catch them.

But like, it's just one of those things like,

oh, how can I go all the way up there?

up there and then like the the puzzles to get up there while not like strenuous it's they're different and it it's a little bit more difficult and it's just and and i'm just like i just want why can't i just go back up there again and just throw my master ball at you like so i want to uh i want to bring it back and talk about the world a little bit more um specifically in regards to too much water, which I know is like the big meme thing with this game. But no, like this is something I never understood why that was a thing because there very much is a lot of water in this

game. And this game has been designed with that in mind. There are three HMs in this game that

hinge on water. And so it's a- You need them all. You need them all. The Pokédex is filled with water Pokémon, which I actually like because in some of the later gens, there's not enough. And I

I kind of hate that.

And I like that there's different types of water Pokemon that live way under the sea, like I think of Relicanth that you can only get if you're diving further down and stuff like that.

Like that stuff is cool to me.

I think they did a good job of fleshing out like, yeah, you can catch this Pokemon with a rod, but you can't get this one unless you go to the very bottom of the ocean and stuff like that.

I always thought that stuff was really cool.

And even as a kid, seeing all of, like when I started running around post-game and seeing all the different dive locations that are on the map.

I'm sure this is something you didn't maybe notice, Max, because you just did a beeline playthrough, but there are so many dive locations on this map that you can dive down and discover crazy things.

I didn't do it with this playthrough, but everything with Regice, Regisiel, and Regirock is super dope.

I used to love that stuff, and having to interpret the braille that they put on the walls and stuff like that.

There's like a ton of secrets packed in this game, Max, that are really, really cool.

- Yeah.

- I kind of talked about 50 things there,
but what are your guys' thoughts
on like the general layout of the game
and how water's used and all that sort of stuff?

- What I want to say really quick is that like
the specifically Flash and Waterfall,
like HMs could like not be in this game,
at least for the original,
for the original, like there was two caves
that I needed to use Flash in.

One being Victory Road, which like, come on.

You don't need to do that.

- Yeah, that was brutal.

- And then like- - And the remix is a TM,
which is even more insane.

Is it a- - Oh, really?

- Yeah, and the remix is a TM that you get.

It's TM, like whatever Flash.

- Yeah, and so I had an Alakazam on my team
and I gave it a Flash in the beginning
when it was like an Abra, so I was like, okay, cool.
And then I removed it because I was just like,
I don't need this anymore.

And then I get to the Victory Road.

I'm like, so now I have to pass up one of my moves
that I actually care about to give it Flash.

'Cause I already had like a Sableye to like,

Sableye is like the Bidoof of Hoenn.

'Cause like it can learn Rock Smash, it could learn Cut.

I was like, okay, cool.

Like you are my HM Pokemon for this team.

And then I had like an Agron for strength.

And then I have a Walrein for surf and like dive.

And but yeah, with Waterfall,

I only needed Waterfall to get to Victory Road.

Like that is the only time I used it.

It's like, y'all could have designed it differently

so that this did not need to happen.

And so yeah, those two things like really frustrated me.

me, but the dive stuff, like I wish they, that is like the one thing I wish that

they carried over through all the Pokemon games, like diving underwater and just explore, like exploring and like all that stuff was so cool.

Cause like the water, the water exploration in Hoenn for me is one of the highlights, like I loved, um, exploring and like finding, cause when I was a kid and I wasn't like as, you know, I wasn't as smart and stuff like that.

And I would just come across stuff just by surfing around.

And I got to a city. I'm like, Oh my God, I'm at a city. Like what's going on?

You know, like what's going on with this. And I was like, Oh, this is where the next gym badges.

And like it just felt so new and different that you just don't like, that is the only generation of Pokemon. Um, that I,

I felt that way. I felt that way.

Where it's just like just the pure exploration of coming across another,

like a city like that without, you know, instead of every other game where it's just like, all right, go down the routes and then you find out like, and then you just end up going to the next town or the next city and then you do the thing.

And it did have that sense of, um, uniqueness to it.

And, um, yeah, I love diving underwater.

I loved, uh, the thing I do, cause you do make a good point about like, there being a lot of water Pokemon.

they don't come up very often is the thing. Cause there is,

but also like if you're surfing,

you're running into a tentacle or a tentacle,

you're running into a tentacle or you're running into, you know, and it's,

but then like you see these trainers, they got Goldeen, Sea King, Staryu,

like, um, Wailmer, Wailord, Crawdawn, Barboach.

Like I remember running into Wailmer and like, I,

I didn't run to a single Wailmer during this playthrough. And it's just like,

It kind of, you know, I wish there was a little bit more variety there.

Cause you know, we've talked about like how there's so many zoo bats in caves.

Like while on the water, there's a lot of tentacles.

Let me tell you that.

Yeah.

It, I had one of those cause I needed something that knew could learn waterfall and dive.

I already had a Pelipper that had surf, but it can't learn water fuller.

Dive makes sense.

It's a bird, but so my thing was.

Now I have Pokemon taking up slots on my team,

which is taking experience from the Exp. Share,

not building up the actual team I want.

And to get up to Victory Road and through it,
you have to have that Pokemon with you.

So it's just eating up all this experience
right toward the end.

And then as soon as you get to the computer,
you get rid of it and bring in your actual team.

And it was so, it just felt frustrating.

It makes me really appreciate the games today
where I'm thinking like Legends and Scarlet and Violet,
where it's just all an ability on the overworld.

It doesn't take a move slot.

You could just go and do anything.

- This game really made me think about
what the purpose of HMs was back in the day
and trying to like, wait, why are we still doing this?

And it was really only to intentionally roadblock
the player so that they couldn't advance
to a part of the game that the developers
didn't want them to advance to ahead of time.

It was like, it's basically just purposeful roadblocks.

Like, we don't want you to go to Victory Road,
so how will we do that?

will lock Victory Road behind a waterfall.

But then you think about it,

it's like you look at previous games,

it's like, well, they could have just locked Victory Road

behind badges or whatever. - A person.

- Like they do in the Indigo Plateau.

You can't enter the Victory Road

until you flash all eight badges

and then you go through there.

Why wouldn't they do that if they wanna keep players

from going through that, to reaching those areas early?

So yeah, I don't know.

Some of the decisions in this game

don't really make too much sense, but.

- Yeah, I was gonna say like this isn't,

but this isn't also exclusive to Hoenn.

- Yes.

- It happens in Johto, it happens in Kanto.

It probably happens in Sinnoh too.

It's just like, I think this is where it's at its worst

'cause it requires the most amount of HMs to do that stuff,

which yeah, that's very frustrating.

- Especially HMs of a single type too.

Like having three HMs dedicated only to water types

pretty crazy because no one wants to put three HM like even if you are carrying a

water Pokemon on your team no one wants to poke it three HMs on a single Pokemon

no you are like like imagine if you start with a mudkip or something no one

wants to have that be the only moves they have on their March stomp so yeah

it's just not it is a kind of frustrating throughout the game as far

as the world itself, there's a lot of water. But a repel fixes the problem of running into

too many things on the water and serving itself. It just takes so much, I don't know, at least

in the 3DS version it's fast enough I suppose walking around. I don't know how fast the surf animation would have been, you know, how fast you feel like you're going on the Game Boy, but it didn't feel too bad. And I was beelining everything so it wasn't a lot of meandering or exploring a lot of the ocean, which I know wouldn't have been what I did as a kid if I was playing it when I had endless time and wanted to explore. So it didn't, the too much water to me felt more like just the typing and the AHMs like we talked about, not necessarily the world. I think it was actually cool that the world was basically split in two where it was the eastern half is water and islands and communities there and then the western half is land and there's a big volcano type thing it's cool and it matches the the legendaries and the team aqua and magma like this world fits very well into the narrative and the pokey decks it's all very cohesive and i think that's actually a really cool design instead of just having here's your spooky ghost tower and in Lavender Town, and here's your water gym, and it's by some water.

This world feels truly designed from the ground up altogether.

The whole, the decks, the story, the world.

- The coolest town is Pacific Log, is the one that I think is like coolest.

- Really?

I think it's the Four Tree City.

- Four Tree's very cool.

I guess I was speaking it specifically in regard to like the water stuff, like how they use the water within the world.

- Yeah, for sure.

- But yeah, Fortree is really cool and unique too.

And is it Sudopolis, the one with the eighth gym?

- Yeah, you have to dive under.

It's one of those things, it honestly made me,

'cause I watched the anime as a kid,

but I wasn't on top of it every week,

so I'm like, I kinda wanna go back

and see how Ash got to these towns

and what they look like,

how they're represented in the anime.

How do you get to Sudopolis?

Did he take a submarine down there?

like, well, what happened there?

Or like, you know, how do you get,

what does Pacific lockdown look like in the actual anime?

Cause it's like on the water.

So yeah, I think that there's a lot of cool stuff there

with the, the creativity behind the towns.

Again, like these are the things about Hoenn

that I think are the kind of the most,

that make it stand out from like most of the other

Um, regions for me, it's just like, there's just things there that you can only get from Hoenn.

And I think a big part of that was just because like the team, the, you know, the team at Game Freak

probably thought of like how Kanto and Jodo, like, while like, those are still, Jodo is still my

favorite region, you know, they wanted to do something very different and like not make you

think about like Kanto and Johto like this is a brand new fresh experience and it does

feel like that like in every way like when it comes to the visuals, the gameplay, you

know introducing double battles, the Pokemon right there's not a whole lot of Johto or um Kanto or Johto Pokemon that you catch in the wild.

Just endless tentacles.

Yeah, tentacle, you know, the, the, the general ones like tentacle, geodude, uh, Zubat, like those are like the big three, but in general, there's a lot of variety. And I also think that it also did a good job at, um, replacing important, like locations in each town and city, uh, to make them easily remembered, remembered, like, you know, where the daycare Like, you know, where, um, the move deleter is because it's like right next to the Lily Cove supermarket, like there's all these different things that, uh, that they, that are relevant for players that they put in, uh, spots that can be pretty easily remembered, um, you know, where you don't have to look at the signs in front of the houses every time.

Uh, and, uh, yeah, I just think that there is, it is one of the most varied, uh, Um, and it's like, it's from what I can tell, there isn't like a whole lot of, um, it's not really like based off of any sort of like, you know, country or architecture, like even Joda, like I love Joda, right. But it's very feudal Japan inspired, um, architecture and a lot of locations and it's, it really does feel like it's just its own thing.

own thing. Um, and it, and it does, and I would say that it does for like Sino and Unova too.

Um, but I just like, again, just with the variety of the land versus the water, just like that theme of Ruby and Sapphire, it does, it makes it, it makes it stand out in a way that I don't think the other two really do. I actually, I was looking this up because I was curious if this was the the first game to, Game Freak 2, leave the inspiration of Japan and start designing their regions around other places around the world. It's not, but it is based off this main island of Japan, um, Kyushu, and I'm looking at pictures of it, and it's basically a giant volcano surrounded by water, which totally mirrors the game, right? And so it's cool to see them tapping into a different part of Japan because when you think of Japan you do think of the

temples, that feudal style, what you saw in Johto and Kanto and this is a different side of Japan, the fishing village angle, the volcanoes, the islands which are huge in that region. So it is cool to see different sides of Japan come through and it makes more sense actually knowing that why they designed Ho in that way.

I wanted to ask about some of the additional stuff that gets thrown into these games because obviously this is all present in the remakes but they tried to throw a lot at the...

I feel like Ruby and Sapphire was definitely just two installments where they wanted to hit the broad beats of what worked well in Red and Blue and Gold and Silver, but they tried to introduce a lot of new things in these games and see what would work. Like, I think back to Double Battles. This is where Double Battles got introduced. I'm not sure if you're aware of that, Max.

No, makes sense though.

This is where Double Battles came from. I mean, but then we've got stuff like beauty contests, which are just kind of like...

I love the beauty contests. I love it.

I was gonna ask if anybody liked them because it really is just like a subset of like...

You can tell their thinking on that front was like, "What's another gym-style activity we can throw in this because people clearly love gyms, so what can we do?"

And that was what came about.

I've never liked the beauty contest though.

I don't think Max liked them either.

Really?

I don't know if Max even participated in a single one.

Not in this game.

As a kid, I definitely did in Diamond and Pearl.

I was definitely into it then, but this time I was like, "I don't want to..."

Again, I was beelining things, so I was just like, "Give me through, give me through, give

me through."

Yeah, the... I don't know. Some of this stuff, it's interesting. Like, I think of the beauty contest and they haven't gone back to that. Was Diamond and Pearl the last time they ever did that or was it in black and white as well? I don't remember. I don't remember. I don't think it's been in anything since Diamond and Pearl that I can think of, but I could very much be wrong on that front. Yeah, I don't know. This game is very interesting just because you can tell they're experimenting and kind of like what you were saying, Cam, Like Johto and Kanto are very tied to the hip both literally and those games are very much just like gold and silver are very much building off of the architecture of what was done in red and blue and this game is trying to be something completely new and in the process this really sets the stage for Diamond and Pearl and Black and White. It doesn't feel like they really do another total sort of shift again, at least a drastic one I feel like until X and Y where they try to throw turn things around a little bit again. There are like some tentpole Pokemon entries like that where they try to change the direction of the series or change how what Pokemon has been up until that point and I really feel like a lot of the stuff that was introduced in this game was then it's a lot of the ideas were then expanded upon in the next two generations that we saw. So I in that regard I think this entry is these two games are very important to the Pokemon series and I'm not sure if they would have the long term success otherwise. But yeah, I don't know. What did you think, Max, about like kind of what did and didn't work in this game? Because one thing is, what was it you and I were talking the other day and you're like, "This was just thrown in in the remakes, right?" And I'm like, "No, that was in the base game."

I definitely thought like the beauty contests and berries. I thought berries were...

- Oh yeah, you didn't know Pokebloss were a thing.

- Pokebloss, yes, for your Milotic.

Yeah, so I thought that was all stuff introduced later

that then they brought into the remake
to make it on parody with X and Y at the time
in future generations.

So it was eye-opening to have Logan say
that it really was all introduced here.

I think it's, this was a cutoff generation, right?

This was, Game Freak separated Gen 1 and 2
from Gen 3 here, there was no trading between 2 and 3.

This was like the new start essentially.

And I think that's where you see a lot of this,
where we're building the new foundation of Pokemon
and we'll build off that.

And quite frankly, I think it's still the foundation today.

Maybe not so much, I guess, with Scarlet and Violet,
maybe that and Legends being the new structure
they're going to be building off of.

But I haven't played Black and White,
and we will later this season,
but I do know in Diamond and what I've played of X and Y
and now this is all from that generation
and even a little bit in Sword and Shield
to a certain degree.

It all kind of really started here
and I think Game Freak really wanted to establish
solid things to explore and expand upon.

I looked it up, Pokemon Black and White
and Black and White 2, they didn't have beauty contests,

They add musical, Pokemon musical.

But the idea of having your Pokemon engage

in something besides battle,

and what do we see later on in Sword and Shield, camping,

and being able to pet and interact with your Pokemon

in a 3D space. - Cooking the food

and eating it with the bad.

- The bad, the best animations. - And Scarlet and Violet.

- Yeah, and I think it's cool that they,

we see this in Johto a little bit,

where they're in kind of horrific ways,

where they're like, we're chopping off slowpoke's tails

to cook and eat them, or we have this mill tank farm.

That's actually decent,

'cause they're getting milk or whatever.

But Pokemon live in this world

outside of being wild or being in battles.

And I think these ideas, these different mechanics

show that Pokemon do interact in the world,

and that's a theme throughout the games, right?

Pokemon and humans interacting

and living and thriving together.

Machokes, Machamps or whatever,

they're like part of the mail delivery,

package delivery service.

It's, Latias and Latios fly you around town I guess.

It's cool to see the world be fleshed out in that way.

- I wanna go back, let's talk about,
we talked about the story a little bit before,
mainly in regards to like Team Magma and stuff like,
and Team Magma and Team Aqua and some of the larger
through lines with the legendaries and stuff like that.
I feel like we touched on that stuff adequately,
but I did wanna talk about kind of your character's
introduction to this world,
'cause they do something different,
which is try to make, your dad's a gym leader,
which is a totally different idea and concept
that they've never really played around with before,
which is a cool one.
And not only that, but they introduced the,
I mean, Max mentioned this before we started recording,
but Crystal was the first one where you could choose
between a male or female character,
but this one did the thing where whatever character
you didn't choose was then your rival by default,
which was kind of a cool little wrinkle there.
So you could play through the games multiple times
and have different rivals depending on
whatever character you didn't select.
So in that regard, I guess just,
what did you guys think about some of those ideas?
Max, I'll toss this to you first
because I know you talked about how you didn't think

everything with facing Norman or your dad in the game was

You just didn't think it was as good of a moment as it could have been I guess. Yeah, I think they squandered

That kind of reveal or that kind of really hype battle. I think there was real potential there for it to be this

Holy smokes. I'm fighting my dad now and there's a real chance. He's a midway gym leader

So you kind of getting halfway through the game instead of him being the eighth the gym leader or even maybe the champion

I think that's smart, I will say. And where they put it in the game is like, it's before you go anywhere to the west of the

west side of the map, which I kind of like. You do a sort of loop and you come back

East side of the map. Or the east side of your den. Yeah, before you go west is what I'm saying. Yeah, I'm sorry, east.

I keep saying yes. You get fine. It's just,

I don't know. It didn't feel like it built up the right way. You like, go, you stop by

And he's like, "Ah, you gotta go get stronger and come back."

And then my thought was that would be the eighth, you know, that would be the end, right?

Is I finally am strong and it's halfway through. So that felt...

It just didn't feel as exciting as it could have been. And then when you

win, he's kind of like,

"Good job." I don't know. There just wasn't this dynamic there. And then you go off and

then it's over. It never loops really back into that. Your dad is still a gym leader to his wife Sugarin.

'cause they can't go see the rocket launcher or whatever.

So I don't know, it just felt kinda like,

we need something different so we'll do it like that.

It is more, you know in Johto it's cool where you learn

that, is it Silver is the rival in that game?

Is that what they keep? - Silver, yeah.

- Like Silver is the son of Giovanni,

like that's something you pick up on later in the game.

And so that was a cool thing to learn.

But this just felt like, eh, your dad's a gym leader,
whatever.

I think the thing in Sword and Shield,

and Logan I know that you were like,

well it's in your face the whole game,

it wasn't as great,

but I think the idea of your neighbor as the rival,

his older brother is the undefeated champion.

And so the whole game it's like,

he's undefeated, he's really great,

helps the community, he loves battling,

that's who you're gonna fight.

And I think that that pays off better

because you do get there and it's a struggle

and you have to fight all of these gym leaders again
right before him.

And there are cool battles in that game

and then you fight him after more final silly stuff.

And that battle was fun.

And the music really amps that up and it's a big stadium.

And so the environment in that is different,

but I just feel like this dad battle felt kind of flat

where it was just another gym leader

and it just so happened to be your dad.

- That's fair.

I mean, like for sure, like at the time,

I think that it was cool.

'Cause like not only was it your dad,

like this first game where you actually have a dad.

(laughs)

- That's true, they've always did the Disney thing

where it's like, oh yeah.

- But I do think that there is a...

I do think there, like, it's funny 'cause,

it's funny 'cause his name's Norman

and he's like, he is normal Pokemon.

That's also really, really funny.

- I didn't even pick up on that.

- You know, people are talking about Larry, the normal guy,

but I'm just like, yo, Norman, the normal guy.

(laughs)

And he has two slackings, like he doesn't even have three.

- It's also interesting because like Norman is,

in the anime is Mei's dad.

- Yes.

- And like, so yeah, yeah, Mei and Max's dad.

So it's kind of weird how like they try and like implement

that into the, the anime as well.

But it's, you know, it's cool.

Like, and it doesn't really happen again.

So it's not like they try and do it again in a way, in a way to be like, Oh,

we're trying this again, but better.

So like, it may not be great in 2023 or as effective, but at least it's something that like, they kind of like stuck their guns with and they haven't like tried to reiterate it, uh, you know, in a future region or anything like that.

I do think that, you know, what you're saying, cause you're talking about like Hoppin' Leon in Sword and Shield.

Like that, that, that is cool.

Like I do, but I also think that there is some sort of, like, there is a level of magic to not knowing who the champion is until you get to them.

Yes.

Um, and so like, I mean, cause that's what the first game was, right?

Like the first game, you know, you find out that the champion is your rival.

Your rival just became the champion.

Now you have to take down your rival and that's like the final fight.

Right.

And I do like, and this is something, you know,

Jodo, like, you know that, I mean,

you don't know that Lance is the champion, I don't think,

but like, you can add two plus two together.

- He's name dropped a lot,

especially the later you get into the game.

- Yeah, but also like,

I get that they want to try and change things up.

Like, and it's like, no, we're gonna like, give you,

show you who this person is and why they're significant.

while like with Leon in like sword and shield, people are like, oh, he's the champion and you see him and like, that's it. But like, I think in Jodo, they actually like show why Lance is the champion. Like without seeing him, like

actually like battle or stuff like that, like you, you feel his significance. Um, then just like him appearing and be like, Oh, I'm the champion. And then like, that's kind of it.

Well, this sets me up. Well, I wanted to ask you about Steven. I wanted to lead into us talking about Steven.

So how do you guys think Steven is handled in this game?

Because he's one of my favorite champions in the entire Pokemon series.

I think Steven's awesome.

And they don't, they're not too heavy handed with it, which is what I like.

It is very subtle that you just keep kind of running into this guy.

It's a little more heavy handed in the remakes, Max.

But in the OG games, he just, you kind of bump into him a couple times and you don't really know much about him.

And then you get to the end of the game and he's like, oh yeah, I'm a champ by the way.

So, and I think that was such a cool reveal when I played those games.

And his team's really awesome too.

I like his team.

- Yeah.

I think, yeah.

And that's one of the, we'll get into that this in a sec, but like, I think that Steven is the best handled champion

in the series.

Like I love Lance.

Lance will be my number one boy.

Cause I think he's just like, for me, he's like iconic.

But I think like when it comes to the story
and implementing them into the narrative,

I think that they, that Steve has done the best.

That being said, in Emerald, he is not the champion.

- Yes, which is the worst part.

- Which is a mistake.

It's a mistake.

- It's one of the great crimes of Emerald.

Did you know that before you played it, Cam?

- I feel like I did, but I kind of forgot,
until I got to that point.

I was just like, "Oh yeah, right.

I don't think he's the champion in this game."

And it's Wallace, who is the eighth gym leader
in the other, like in Ruby Sapphire, I alpha Sapphire, Omega Ruby too.

Right?

Yes.

He's the champion.

Um, you can still fight Steve post game in Emerald, but it's not the same.

It's not, you know, it's not the same.

That's surprising.

And Wallace still has a full water team, right?

And he still has a full water team.

Yep.

Yeah.

Um, which I mean, like, I'm not opposed to the, the, the, like the champion having, like a same type team.

So like that doesn't really bother me.

- With Lance, especially Gen 2 with Lance,

it was a little different

'cause dragons were OP at the time.

Nowadays, not as much.

So having a full dragon team back in Gen 2 was like,

oh my God, I'm gonna get my ass handed to me.

But yeah, having a champion like a full basic type

like water, it's like, that's a little, okay.

Like I think I can handle this actually.

- Yeah, I mean, there was some variety

to make it a little bit more challenging.

Like they had like, you know, he's like a Tentacruel.

So it's like water poison, you know,

especially cause me, like I pay, like,

we didn't talk about it yet.

We didn't talk about the starters we picked,

but I picked Torchic.

- We're all three in lockstep then.

- Okay, okay.

Cause Blaziken, in my opinion,

is the best final fire evolution in Pokemon.

Like of the starters.

- It's one of them.

- I like Blaziken more than Charizard, I do.

Like I, and like, you know, I love Cyndaquil.

Like I'll pick Cyndaquil over Torchic,

but I'm going to pick Blaziken over Typhlosion.

Like that's just like the reality.

One of the things that sucks about Hoenn,

not a lot of electric types.

So that sucked.

- You can get like a Manectric and that's about it.

- And a Magneon.

- That's about it.

- That's about it. - Those are your options.

Good luck.

So I had, I had an Alakazam with Shockwave and, uh, that's it.

And I was in like, in my Rayquaza, which is level 70.

So like literally what I did was I just overpowered them with Rayquaza

because I had a Rayquaza, um, that was like a level 70 something.

But going back to Steven, I do like how they implemented Steven.

Um, I like how, and I like how they implemented him in, um, in Emerald as

well, like he's still like relevant.

He's still prevalent in the story.

It's just like when you get towards the real, like, uh, the.

Sootopolis part of the story.

It's when Wallace comes in and it's just like, what you're doing, what are you doing here?

Like, you know what I mean?

Yeah.

Um, and also what's cool about, uh, Steven, I, you might, you guys might've talked about it when you did the Jodo episode, but, um, you meet Steven in the postgame of heart, gold and soul silver.

Um, there's, there's somewhere where you run into him and he gives you one of the

He like makes you choose a color and it basically gives you one of the Hoenn starters. Yeah, which which was really cool

You know, I forgot I forgot that that's a thing. But yes now that you mentioned I remember doing that back in the day

yeah, it's like Steven doesn't like

The thing that's cool about Steven is that he doesn't

Give the energy of a champion

He just like some he's like kind of he feels like a normal guy that just kind of a chill dude

Who's like yeah, I'm gonna trade in Pokemon as well

Yeah, like I like him more than like I I feel like the two champions that get pit pit against one another a lot in terms

of like whoever the fandom is behind is Steven and Cynthia and there's like a cult of

Cynthia where everybody's like she's the greatest trainer ever

She's so like and I'm like nasty was just like a chill dude who's also champion like that's why that's why I like him

He's just uh, he's just pretty roll

I mean people people like Cynthia just cuz she's notoriously the hardest champion

- Yes.

- Like, cause she has that Garchomp that is just, you know, very powerful. - That's a sweet Garchomp.

- And you know, and it's true.

Like I, I feel like Cynthia is the last champion

and I haven't played Scarlet and Violet.

So, you know, I might be wrong about this,

but I feel like, like Cynthia is the last champion
that actually like posed a real challenge.

- Yes.

- When, when you, when you play,
when you get to the champion, like I remember in X and Y,
Like X and Y is easily the easiest Pokemon game.

Like it is, it is, I know like Pokemon's meant for children.

Like it's directed towards children, but like,
it was dumb how easy X and Y was.

I beat the entirety of the Elite Four and Diantha
with a Lapras.

That's it.

I used one Pokemon.

And so like, you know.

- That's been my, that's my biggest problem,
X and Y forward is that the series gets too easy.

And I feel like with, Max, I don't know.

Did this game push back against you with the remakes?

Because I feel like it was a little bit better balanced
compared to X and Y, which Cam, you're right,
are like baby level simple.

Like you could just spam the same moves
and you're gonna win and yeah.

Like I really do not care for those games
because of that reason.

But I felt like these games were a little bit more difficult
but I still never once, I never had to grind in this game,

I guess I should say.

- The bet is fine.

I didn't really feel like I had to grind or anything like that.

I kind of just kept the pace up going however I needed to.

But I gotta say, I don't really care for Steven.

I think he's too plain.

He's just like, "Hi, I like rocks.

I'm trying to figure out what's going on in the world."

And then he just shows up at the end like, "Ha ha,

I'm also the champion."

But he's not really, I don't know.

He just feels, he doesn't seem like a guy

who's defending this title, like I don't know.

And then he's just around to help.

And in Delta, I actually really didn't like

his motivations or anything.

He's kind of, in a way, one of the,

antagonist feels too strong,

but he is a part of the problem in Delta.

- No, he's not.

There's like a crazy cultist dragon woman

who's like running around stealing things.

Like I don't, and she doesn't explain her motivation.

- His solution is just to,

I side with the crazy dragon lady, I guess,

he's just like, "We're gonna send it to another dimension

"and it'll be their problem."

And he doesn't-- - Well, here's the thing,
she doesn't really explain her problem with everything
until much later. - Yes, I understand that,
but Steven is very staunch about everything
and this is the only way to do it.

He actually feels very closed-minded in the Delta episode
as opposed to a world traveler type thing.

And I know he gives, like he helps give you a Latias or Latios in the remakes, which is not in the
base game.

Which is, well, can we just touch on that real quick?

I know this is one thing that Cam did not experience in his playthrough.

That's like one of the most jarring, stupidest things of the remakes is that they just hang you a
Latios or Latias on a silver platter and say,

"Here you go, and you can mega evolve and have fun!"

It's like, and you get that four or five gyms in.

I think you get it right before you go to Fortree City.

it stops you right there and you have to engage in that.

And it's so, yeah, it's so bizarre

that that is in the game and I don't like that.

And that's a whole sequence that involves Steven

and yeah, I don't like that.

- Yeah, I just didn't really necessarily care for Steven

or his motivations or really fighting him.

And he wasn't all that difficult either.

He seemed pretty easy.

He's all, what is he's rock steel type?

- He's easier in the remake than he is in the original.

In the original?

- He's pretty brutal in the original.

- In the original, specifically that cradley,

(beep) that cradley, 'cause it's a grass rock type.

So it's like, it doesn't have many weaknesses.

It doesn't have many weaknesses.

- Well, maybe that's more a fruit of it,

the remakes just being aimed toward that

XY easier audience type thing.

But yeah, I just didn't find him

all that engaging when I ran into him or anything.

So I'm very cool on Steven, but don't you worry.

When we play Diamond and Pearl,

your boy will be championing Cynthia for sure.

- Let me ask one more character question

and then we're gonna, I wanna pivot to a couple other things.

And the final character I think we need to touch on

to some degree is Wally.

- Oh yes.

- And Wally is the strangest character in this game for me.

- Absolutely bizarre.

Like it's like you're like a make a wish rivaling this kid.

Like it's so, it's so strange how it's approached.

Like, Oh, please be this boy's rival, teach him how to catch a Pokemon.

And then what is repeatedly throughout the whole game.

And I don't remember it being this bizarre.

Like it really is just like this play through for it to like hit me.

Like this is odd.

Like, yeah.

- Presented as a kid who's got like a terminal illness

or something, like, they're like,

'cause his uncle or his family or whatever,

like mentions like, "Oh, he's been sick

and so he's got to come live with us or he's not well.

And you got, oh, you're treating our boy so good."

It's like, what is the,

what's the end game with this story arc with Wally?

And that's the thing,

there is no end game with this story arc.

It just kind of, you beat him the final time

and then he just goes away and that's about it.

- Yeah, and like Mae isn't really a rival either.

It's like, that's like one thing.

There's really no, like, especially like,

I don't want to make this a Johto episode,

but to this day, like I think far and away,

Silver is the best rival in Pokemon.

Like, I don't think that there is much debate about it.

I think that Silver's story arc and like

how they actually implement gameplay in the storytelling

with the Crobat is just like, bro, it's insane.

It's so good.

And I think, I really think that blue and silver

are like the only two good Pokemon rivals in my opinion.

Like I think after that, it's just like, it's just like,

all right, here's this. - Well, I don't wanna spoil,
I don't wanna spoil everything for,
in fact, don't say anything about this.

- Yeah.

- Because Max does not know
and I want this to stay hidden from him.
But everything with N in black and white,
I think is pretty cool too.

- Oh, phenomenal.

No, phenomenal. - That's pretty cool.

- But like, I wouldn't say he's a rival.

- Yeah, it's a little different.

- Like, yeah, yeah, yeah.

No, N is the, like, okay.

N is the good part, the only good part of black and white.

And like, he is just even better
in the actually phenomenal black and white too.

Like, 'cause again, not trying to go off a huge tangent,
but like, black and white is terrible.

Like, if anyone thinks that game is good.

- I like those games.

It's been a long time since I've played them,
but I did like those games a lot back in the day.

- It's well, 'cause you know the thing.

- I should say, I like those Pokedexes a lot.

Like that is like one of my favorite Pokedexes.

- So let me, yeah, let me clarify.

The, like the technical stuff of fifth gen is phenomenal.

And like, even in black and white one.

But the thing is, is like,

and I respect Game Freak for doing this.

There was a big, uh, in case you didn't know, max, there was a big, uh, criticism ongoing throughout for like the past two generations that there wasn't enough variety in the Pokemon and the wild Pokemon you could catch.

So in black and white specifically, they decided, all right, every Pokemon in this game is going to be, you Nova, it's only going to be, you know, the Pokemon, but the thing is, you Nova has the worst Pokemon designs in the history of Pokemon.

So it's just all the--

- He's aware of them.

Ice cream, the gears, stuff like that.

- It's just all the worst Pokemon.

- Ice cream.

- And then in black and white too--

- Is this the Chandelier one too?

- Yes.

- Oh no, no, Chandelier's fourth is Sinnoh.

Don't speak bad about Chandelier.

- Yes, no that is Sinnoh, I'm sorry.

- Oh yeah, Chandelier's good.

- I was thinking of regular object-shaped Pokemon.

- There are still some good ones

because there is so many that there's bound to be some,

and that's what I like, is like the overall,

There is so many new ones.

You're right.

But like legitimately there's maybe five, you know, of a Pokemon that I like, like maybe five and it's just like, you know and so, but then black and white too.

You know, the thing that makes it so good.

Uh, is, is the story like the story is so good and black and white too.

Um, that makes it one of the best Pokemon games and they do fix the whole, like, it's not just, you know, Pokemon.

It really is phenomenal.

Like if I wasn't already like doing a podcast with you all on this, that is like the game I would, I want to return to the most is black and white too.

Cause again, I didn't like the first one and my buddy who's huge in a Pokemon, like he's the one who like lent me his copy of Emerald to play.

He was like, he's like, I know you didn't like black and white too, but you gotta, you gotta give this a shot.

And I did.

And it is, in my opinion, arguably top three best Pokemon games.

We're ending this season with them and I'm really looking forward to them.

Of the ones coming up, those are the ones I'm looking forward to going back to and revisiting.

Because I just think there's a lot of good stuff there.

Because I do really want to actually try and start making a living dex because I thought about it.

It honestly wouldn't be that hard outside of a few legends.

because you know you can get through like most Pokemon games in 20 hours if you know what you're

doing. Like it took me just under 19 hours to beat Emerald and like so it wouldn't be that hard especially in 2023 and like I would be very look forward to replaying through

Black and White 2 specifically. But yeah anyway Hoenn.

Wally. Wally sucks. I was gonna say chime in on Wally real quick Max.

Bulbapedia says Wally is a young sickly boy who lives in Petalburg City. Despite his illness his dream is to train Pokemon. Few sentences later. Is he actually sick? His illness is never explained but his symptoms appear to clear up in clean air suggesting that it is either acute bronchitis or asthma so

- So this is a very much like you are helping a sick kid.

- Bronchitis is temporary.

Asthma, and asthma is not like,

I mean, yeah, I have asthma.

It's a permanent illness, but like--

- Sure.

- You're not, you're making him sound like he's a Make-A-Wish kid.

- That is what Bulbapedia says.

Wally, in my notes, I wrote, is just a big crybaby.

Like you just have a crybaby rival, which he's kind of a downer, 'cause the rival--

- I don't want to say he's a crybaby.

It's just like, who are you?

- I remember him crying.

It's probably when I wrote that.

- It's literally just, who are you throughout this entire game?

- That's the thing, and like his introduction is bizarre 'cause isn't your dad the one who's like,

"Hey, I want you to meet this person, and this is my friend, and this is his nephew Wally,

and will you please hang out with Wally?"

Like he really is presented in the game as like,

"Take pity on this young child,

and also battle him and whoop his butt

like multiple times throughout the game."

It's like, this is so odd.

- I wasn't a fan of Wally.

I feel like having the rivals split this way

actually kind of robbed it of that rivalry.

I do think some of the sub leaders in Team Aqua

were better rivals, like the one, the beefy dude and stuff.

Who was the team in Emerald?

- Matt.

- It's Magma and Aqua at the same time.

- Oh, see, that's pretty cool.

- Yeah, so basically in the story,

The story of Emerald is like, they each take one of the orbs and you have to go to both locations where Groudon and Kyogre are,

and then the orbs react to them and then they go to Sutopolis and then you go get Requaza.

Got it.

Wouldn't that just create too much land and too much water at the same time, which would just result in like neutrality and then they'd be fine?

- I think what happens is,

I think it's like raining or something,

like kind of like permanently.

- Oh yeah, isn't it like,

but it's like permanently sunshiny

or something like that too, or something.

I can't remember.

- Yeah, it's what,

and I literally played this like two days ago.

Like I like zoomed through this game this week

'cause I know I'm the one holding things up.

And like, I'm pretty sure it was raining.

I feel like it was raining consistently

until you resolve that.

Yeah.

Um, so, or, or something rather like that.

Um, which is one of the, I actually think that this is the, the generation where they introduced the weather moves, right?

There's the sunny day.

The cast form is in the game as to kind of play off of that.

Yeah.

Like, um, those were, those are cool, um, mechanics specifically in like potentially like competitive that, um, is cool. Like if it rains, right. That, um, if you use thunder, it will hit like there's without a doubt. And because it normally has like 75, 70 accuracy, his learning things about Pokemon today.

Yeah. And then if you have this changes strategy for the future, yeah. And if you, if it's sunny out, you use sunny day, you can use solar beam immediately. You don't have to charge up. Yep. Very good. So it's like those kind of effects that are really cool.

Like hail is just like, oh, if you're, if you're a non ice type, you are dealt some damage.

Same, same thing with sandstorm.

Like if you're not a ground type, you take some damage, but like those two moves specifically are, uh, were really, really cool.

Um, but, uh, I'm trying to think about what else we haven't talked about that.

Well, there's one thing I wanted to broadly mentioned that I feel like we haven't touched on.

And then, uh, we can maybe talk a little bit more about, I want to talk about music and post-game stuff which we've already done a little bit in regards to the remakes. One thing I just really wanted to touch on really quickly because I know we we speaking about it in regard to black and white made me realize we really haven't done it so far with this gen other than just like the diversity amongst the Pokédex but I think one of the strengths of gen 3 here in the Hoenn Pokémon is that there are some of the best designs of any of the Pokémon games in this gen like I really like some of my favorite Pokémon of all time are in this gen. Like I think of Salamence as one of my favorites, which I know is just like a dragon type, but like I like the three-stage evolution of that and how you end up getting Salamence from Bagon. Like I even think like with Norman, I think that his- His Slaking.

Yeah, I think those are an awesome type of Pokémon. And not everything here is fantastic. some stuff is as simple as Wailord is a giant whale, which is just like, okay. But Sharpedo, I think is an awesome water type. There's a lot of like really good designs in this game that I thoroughly enjoyed. And the remakes, when I talk about the designs too, I think about the old sprites in these games, the ones that Cam, you would have definitely seen in the ones we were robbed of in the remakes, because everything since Pokemon's gone 3D has been saturated and dull, unfortunately. But just what were you guys' opinions on the Pokemon, at least when it comes to like look and what cool factor or whatever you want to go just the general designs. I mean the Pokemon designs like for me are a big part of what makes me like love a region most of the time and again I do

think that Hoenn is like the last generation where like by moving forward I kind of like have felt... not that like every Pokemon game since then has been bad because that's just not true, but like when it comes to the region and the Pokemon designs they just have kind of gone down over time to a certain extent. Unova I think is like still the bottom but like there's still like you know, um, gen six to gen eight, like also haven't been great.

Um, and I think that like, first off, I think that.

Trico, Torchic and Mudkip are all great starters.

Like they're all solid, some better than others, but like, I don't think any of these starters are bad.

I don't really like Mudkip's evolution line, but I think that just those three as starters are really cool.

Agreed.

Yeah.

Uh, one of, you know, we eventually, I don't know if y'all have your own like top six, like if you were to have a Pokemon team of all the Pokemon exists, this, this will be your team, but, but, uh, Flygon is on my time.

I love Flygon.

Flygon is so cool.

Like, uh, Flygon is like my flying Pokemon rep.

Like he'd be the Pokemon I'd be flying around whatever region on.

Like I it's so weird.

Cause it's just such a weird evolution line.

like Trepinch, which is like some sand crab thing. That's like one of my favorite things about Flygon though, is like that evolution line is so crazy. Yeah, and then Vibrava, and then you get to fucking Flygon, it's like what a weird line, but like I love, I really do love Flygon a lot, that's like, that is like the number one for me, like when it comes to Hoenn, I think the,

outside of Groudon, I like all of the designs for the legendaries, I think Groudon is definitely the weakest link there. I really like Jirachi, I really like Deoxys. I think the Regis are really

cool. Oh yeah, the Regis are cool, especially how they're implemented into the game. It's kind of

like Hoenn's version of the Unknown, you're trying to figure out the puzzles. That combined with the

legendary dogs or their version of Moltres, Zapdos, and Articuno, the legendary birds.

They do something different with that trifacta, they bring back a trifacta of Pokemon, but it's much different and then they expand on it later with Regigigas or how ever it's pronounced.

I like this deck. This is one of those ones that as a kid I always saw these Pokemon just in TV and the cards and my friends would have them. So I definitely was aware of this gen and these designs. I did look up the Gameboy Advance decks here on Sareby and I'm looking at these sprites and they're so beautiful. It's, oh my gosh, 2D sprites are the best.

So I do, I am kind of bummed, again, another reason I probably maybe should have played Game Boy Advance version. It would have looked so good on the Pocket too. It would have looked

incredible. It'd be a crispy little game. Yeah. It is, I liked like the, I remember

as a kid seeing the, I guess the Lunatone in the Soul Rock, thinking that was cool.

like the Sun Moon concept, not the games but the Pokemon themselves. There's Absol, I'm a big Absol fan so I've seen that design here. The Absol is cool, Zangoose. Yeah it's cool and then Jirachi is one of my favorite legendaries and I have a big, I was always thought Deoxys

and its multiple forms was pretty cool as a kid too so this deck's brought a lot of stuff in that I'm fairly fond of even if I wasn't there to play it all the time.

I will say the electric balance, there are no electric like we talked about and Swampert is kind of lame even though Mudkip is great, Blaziken's a goat, so not the animal goat, but it's a good dex, it's a good designed dex even if it's a little imbalanced.

It's not as rough as some of the stuff we've played so far this season.

Which is, I think part of the reason I find Gen 4 a letdown

is because-- - Don't you dare

submerge my sweet, sweet child.

- There are some standouts in Diamond and Pearl that I like,

but I think just comparatively,

it's such a downgrade from Hoenn.

Senua is such a fall off.

- I agree.

- And I think they, again, I like black and white,

but that's a whole other conversation too.

I acknowledge that there are some crappy designs

in that generation.

We've naturally touched on a lot of other things here.

The big one that we need to dedicate some real time

to discuss here for a moment is the music.

We've talked about the meme nature of this soundtrack

and how I think that has,

if anybody is talking about Ruby or Sapphire in 2023,

it is more often than not making a joke

about the music and the trumpets.

And heck, that's even the little call we're having in here

was like a joke about something.

- Which I didn't know the reference to.

I was just like, I don't know what this means,

but okay, sure.

- That was the, I think when I told Max about these games,

I was like, oh, Max, we're finally doing it.

It's time for the trumpet games.

(jazz music)

And so that was his initial introduction to these games
in that regard.

But the soundtracks, phenomenal.

Like it was one of my favorite Pokemon soundtracks.

like up there with the original red and blue. I don't know like depending on the day I would
I really could say that this is my favorite. It just I think a lot of the Pokemon soundtracks
stand toe to toe with one another.

Yeah, I think I personally like you know broken record but I think Johto soundtrack is like
not just the best Pokemon soundtrack I think is one of the best soundtracks in video games.

And I think that, uh, but I think that the soundtrack in Hoenn is great.

Like I think that, you know, similarly to most of my other feelings about
Pokemon after Hoenn is that like, I think that it's the last memorable Pokemon
soundtrack, like I don't, I don't really think about, uh, like I could not like.

Hum a part of a tune of any other soundtrack after Hoenn.

Like it's just the, these first three generations.

Um, they're so like iconic, iconic with their music.

I kind of like get the whole like trumpet, uh, meme about it, but like,
I never thought that was a bad thing.

Like, I don't know, you know, and I, again, like, I think that the big part of Hoenn,
which makes it stand out, um, at the end of the day, and I think you could say this
across, like, really any facet of the game is that it wanted to differentiate itself
from the first two Pokemon games.

Like there, it was a new system.

It was a new, you know, they, they wanted to like be completely new from like
across the board and just like not associate itself with Canto or Jodo.

Um, so everything that they did, I think was very, um, they wanted to be very,

uh, particular on the decisions that they made with how this game was designed from the ground up.

And I don't think the music, I think the music, you know, is, um, is a part of that.

And, uh, and for the better, like, I think that's one of many of the reasons why I love Hoenn is because of how different it is from Kanto and Jodo.

Like I like Hoenn more than Kanto simply because like I get Kanto in Jodo.

I don't, you know, and I do think that like, Jodo, you know, I've

when you play the Johto games, you know, outside of like some story stuff, you really don't need to play the original, like, Kanto games. Like, I mean, you can play like FireRed, LeafGreen, which are great remakes, and like, you could arguably play Let's Go, Pikachu, and Eevee if that's how you want to play those games, like that generation that's available to you.

But I think that Hoenn, like, you know, it has everything, it did everything that it needed to do to stand out and I think it's succeeded and like, I think a lot of people a little bit younger than me and Logan's and what Max, I don't know how old you are top of my head, but like, um,

Logan are basically the same age.

Oh, okay.

Like that they're a little bit younger than us.

Um, that's like, cause like for me, like a lot of people, my age will agree that like Hoenn is like the best generation of Pokemon.

And you can say part of that is from us growing up with that generation.

You could say part of that is in Solja.

I do not think that's the case because I think that even HeartGold SoulSilver, when that re-released proved that like, no, Johto is just that special and that well-made, but like, I do think people that are like five, six years behind me in age, which so like early twenties, uh, mid twenties, like thinks that Hoenn is like the peak of Pokemon.

And I like, I can, while I disagree, like I can see why, like there's so much that can be presented to argue that idea.

I, Cam, when you actually, you mentioned, it was, they were bringing it to a new system with the Game Boy Advance and it was a new, a new generation not to hit it on the nose too hard, but it was this new power, new technology, they had tapped out the Game Boy and Game Boy Color and now had more power, a better sound chip.

And I actually, I went, I was listening to some of the music

And again, I kind of really wish I played the Game Boy Advance version, 'cause it sounds so good.

- Yeah, you need to listen to the champion theme at the end and then compare it to the version in alpha.

It's like, dude, it's like nine day.

Like the melody is the same, but it's so different.

(chime)

(upbeat music)

[Music]

[Music]

[Music]

I think the battles, each battle has a really high energy to it. And I do think part of that is the trumpets, but each battle feels like exciting. You're in there. It's a, it's a great theme. It, it, um, uh, what's the guy's name? Gin, a Ginucci Masuda. Yes. Uh, cranking out another banger battle theme. I wrote down like Wally's final battle has some electric guitar that comes through. I, I liked that. I thought that was pretty cool. And the Elite Four theme has a really positive upbeat,

kind of like, you're doing it, you're going forward.

So it's a solid soundtrack, and I'm actually,

I wanna go back and listen to the Game Boy Advance one
in more detail here, with higher volume and stuff,
because this is good.

These are themes that stand out.

I think I'll obviously have a huge bias
towards Kanto and Sinnoh, because those were the games
that I did play as a kid.

And so that's just what I grew up listening to.

But this is strong, this is solid.

And again, I think probably the Game Boy Advance version
is better all around, so maybe.

- I was just gonna say it's crazy
that even with a more limited hardware
that that soundtrack is better.

Like they have more at their fingertips
with the 3DS version and they do a worse job with it.

- Yeah, I also wanna shout out like,
and I still, I feel like stronger about it again
with Jodo, but shout out to the surfing theme in this game.
It's so good.

It really does feel like you're just kind of exploring
the open seas in a way.

I think that the surfing theme for me in Jodo
is more iconic, but I think that the way that,
like when I listened to the surfing theme in Hoenn,

it makes, it sends the idea that the water's more open

there's more open travel on the waters on the sea than like, than like Joda, where you're just kind

of like surfing through smaller aspects, portions of water. I think that like the surfing theme in

Hoenn like fits the theme of what you're doing in Hoenn very, very well. And I don't, and like the,

The biking theme is all right.

Um, it's not my favorite.

Yeah.

Compared to like compared to Jodo, like Jodo's biking theme, like I can, it lives

in my head, like forever for the past 20 years, it's a, it's a great soundtrack.

And I think that, uh, the battle theme is, is great.

And it's still like, I think what was again for that time, what was so good

about it is that it fit it it made itself different enough from like the

battle themes of Kanto and Johto while still feeling like the pot like the

original Pokemon battle theme yeah it's strong stuff yeah yeah and I think that

there's like really again just kind of can't say enough that like this kind of

of era of Pokemon, like we're unfortunately like never going to get it again.

And like Pokemon has evolved into something more that like, I think that.

Again, this is a, this is a franchise for children.

Um, that's aimed at children.

And so they have to keep that interesting for them at the end of the day.

Um, and it's nice that we will always have these games.

And hopefully like we'll be able to get another iteration of these of that region, whether it be like, you know, while it's not what everyone would want, like whether it be like, let's go or like, like the legend series, which, like, which would be so cool.

They if they like did like something like legends, that was, you know, it wouldn't have, it wouldn't be able to be like, straight straight up Hoenn, but something in that like vein.

Oh, yeah.

- Imagine if they-- - Making a more water focused

version of Ukyus. - In Hoenn focus, yeah.

- Yeah, what if it was that primordial story,

like back when Kyogre and Groudon were first battling it out and Rayquaza showed up, you could lean into that whole lore that they were making in the Delta episode and stuff.

- Yeah, and I mean, obviously I would want something

like Jodo first, but like, 'cause you know,

I was so jealous of like people who stan Sinnoh

when Arceus was announced, but I would love to see like,

a better, like, you know, a better iteration of that.

Cause like, like legends was, was good.

And like, I know that it gets really interesting towards the end.

Um, but there were just like some things that just, I didn't really vibe with in that game that, uh, could make a really cool story for.

Yeah.

Like, like you said, like that would be a perfect example of what that, uh, that story could be is like the Primordial, uh, Kyogre and Groudon and like, or like in Jodo, there could be like stuff with Lugia and Ho-Oh in the past or, or even Celebi.

Uh, yeah, yeah, yeah.

Just, we, we may not get a one for one of what we've gotten, you know, of what the Hoenn games are now, but I think we can get something similar in the future or something that is inspired by it.

I think, I mean, you're talking a lot about the legacy of this game and stuff, which is what we're naturally going to lead to here next, and kind of like going off of that, like I think to me what this game's legacy is, is the evolution of the Pokemon series.

Like you talked about, Cam, about how we'll never get anything like this ever again, and

a lot of that is just because this was very much an experiment within the series. again, they threw a lot at the wall to see what would stick and what they could carry forward. Like obviously Pokemon was successful enough at this point that they knew they had a multimillion dollar franchise on their hands that was not in danger of like going away overnight or anything like that. But coming off of the Gameboy Color games, it was like, okay, well, what do we had, where do we take it from here? And there was a lot of experimentation

in this game. And there was a lot of ideas of how can we design a different type of map and how can we introduce new gameplay elements and what do all these things look like in practice. And so a lot of this game's legacy to me is just that experimentation and them trying to push the series into its next phase and its next chapter. Like you were saying, we're never going to get anything like that for us, but it's good we still have these games. Like I'm very happy that I grew up playing this game, I guess. Like I'm glad this game launched when I was nine years old, eight years old when it launched. Like that's just such a sweet spot for this to come out and to really like, again, I know this isn't as much your experience, Max, but like we said, like exploring every inch of this world, learning that there's three mythical rock steel and ice Pokemon in this game, running to grab a strategy guide while I'm at target with my mom, learning that I need to put Relicanth first in my party and a Wailord last and then go interact with this wall and then it sets off this chain of events and they get like there's just so many secrets and things tucked away in this game that were really cool to uncover as a kid and just everything else we talked about too like going in different directions with the champion and the story and how rivals work and like just a lot of things in this game were very different than before and that's what stands out to me going back to it all these years later.

I think as someone coming to this generation in their late 20s, I mean I'm almost 30 for Pete's sake, it's interesting.

It feels like this was Pokemon trying to step up in maturity and scope.

The story is a bit darker to a degree, not a dark dark way, but like the evil team is

is trying to basically destroy the world to a degree.

And I know that actually gets worse in Diamond and Pearl with like manipulating time and space and stuff.

So there's this like evil trend of the teams, more than just Team Rocket doing mean things to Pokemon.

But it was Pokemon growing up, taking advantage of new hardware at the time, both honestly on the Game Boy Advance and the 3DS here with the remake.

This was the Fire Red Leaf Green remake on Game Boy and then Hard Gold Soul Silver on the DS and this was the next kind of big remake using the power of the 3DS leaning into this 3D world.

And while I don't think that panned out necessarily from a technical or even visual design, it is interesting that both iterations of this generation were tapping into new hardware and trying to push the franchise forward in some way.

And you know, I like it.

It's a good, it's a solid generation and you see actually a lot of the framework that we have come to know today being fleshed out here.

And that's interesting to me because you think of Pokemon as a big legacy thing with Red and Blue and the trading card game and things just building up from there.

but really that was almost thrown away to a degree,

not the core mechanics,

but we are building something new here.

And I see that even if I'm only playing the remake
and not what definitely probably is the superior version
of the game, which would be the Game Boy Advance ones.

So it's cool.

It's cool to see it and finally experience this generation.

And even though I didn't,

I betrayed myself and did not choose a Mudkip.

- Which is, I just have to throw this out there
'cause I didn't.

That's one of the great sins I think you've made so far
in this season, which is fine, but come on.

You've been named Mudkip on all these platforms
for so long and then you play these games finally
and you don't choose a Mudkip.

You had to see, you just had to do it.

And then your water Pokemon in the game
was a Pelipper of all things.

- I told you I wasn't happy with Pelipper.

- Oh no.

- I told you, I wasn't happy with it.

- Oh no.

- You gotta ridicule him, Cam.

He screwed it up.

- I needed fly and I needed surf

and I wanted to minimize how much crap I had in my team.

- You had a flag on.

You had a flag on.

- That was a very late acquisition.

Very late.

- Glad you got a flag on.

Do we, like we should actually talk about that.

Like what teams entered the hall of fame for us?

Like where were our full teams?

- We all had Blaziken.

I had a flag on and a Pelipper as has been called out.

- I also had a flag on.

- What were my other ones?

I had the ice frostlass, I had a frostlass.

I had a gladeleel, the psychic fairy,

I guess a wyndon fairy back, Gardevoir.

- Who would Gardevoir?

What else did you have?

- I'm trying to think, I don't honestly remember.

- I think I passively mentioned a lot of mine

over the course of the episode.

Blaziken, Salamence, Roserade, I had a Dusknair this time.

- Okay. - Which was fun.

Had a Glalie and then, did I say Roserade?

- Had a Roserade.

- You said Roserade.

Did you all keep your legendary?

- I didn't use one.

- We've been battling each other
and we haven't been using legendaries in our battles,
so that's why we weren't rolling with it.

- Yeah, we get to the end of every game
and then we duke it out,
but the rule is no legendaries in the battle,
so we tend to not train the legendaries up.

- Yeah, so no Kyogre or Rayquaza or--

- I did catch all of it.

We caught them, yes, but we didn't use them.

- Yeah, okay.

Yeah, so I had Blaziken, I had Flygon,
I had Alakazam, which is also one of my favorite Pokemon.
I had Aggron, I had Walrein, and then I had Rayquaza.

- Oh, my other one was Milotic that I didn't mention.

- Shriftree. - Oh, Milotic, yeah.

- Shriftree. - Shiftree.

- Shiftree. - That's right.

I had a buddy trade me one from Omega Ruby, the seed eye.

- Yeah, I had to call my buddy over
'cause he has like a bunch of DSs
and like, you know, he's a Pokemon sicko.

And I was like, yo, I need you to come over
so you can evolve my Kadabra.

'Cause you had to evolve Kadabra through trade.

So he brought like two Game Boy Advance.

Like I felt like I was 10 years old again, you know?

- I've had two 3DSs that I've been playing with the whole time and I'll trade my stuff back and forth and Mac's like, "You're cheating."

And like, when I got my dust cloth--

- Well I did not say cheating, it's just unfair advantage.

So I tapped into that resource this time around and started getting some--

- No, that's not cheating. - Like I got myself a dust gnar because I had a save file on X and Y and I was like, "Do I have a dust cloth on this?"

And I thumbed through my inventory and I did, I was like, "There it is, okay, I'll trade my dust cloths "over to trade it back real quick."

So. - Yeah.

- Crazy. - No, that's legit.

- Yeah.

- As long as you play through the games and do it yourself.

- Yeah. - Fair game.

- Sure, sure.

All right.

Well, I think that does it for Pokemon Sapphire Ruby, Alpha Sapphire, Omega Ruby.

Thank you so much for listening.

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and his writing over at comicbook.com.

You can find myself over at maxfrequency.net

and my other show, The Max Frequency Podcast.

Cam's been on that, episode two,

early, early guest on that show, so you can check that out.

And then you can find Cam on Twitter @camfinalmix

and he does freelance writing all over the place.

He's been on IGN, kind of funny.

So you can check out all his work as well.

Thank you all so much for listening

and until next time, adios.

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and edited by me, Max Roberts.

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Season six is all about Pokemon.

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- Yeah, I think it's about to start.

- But no, so like I told, before you got in here, Logan,
I told Max that I got started getting into the TCG,
started collecting- - Oh yeah.

- Yeah, slippery slope, slippery slope,
but it's 'cause I have like a bunch of friends
that cracked packs and stuff
and the FOMO finally got to me.

So I got the new Scarlet and Violet set
and I actually pulled the hardest card in the set.

- Which one is it?

- Corrior EX.

- How much is that worth?

- So it's not the most expensive card unfortunately,
but it is the hardest to pull.

It's factually the hardest card to pull.

I think it's like one in every like 393 packs
or something like that.

- Jeez.

- Yeah, it's crazy. - Is that what you
showed a picture of?

Oh, I see. - Yeah, yeah, yeah.

So this was the pull.

It's like a \$35 card right now,
but the set just came out,
so the price might fluctuate over time.

Why is this not?

- I don't know, there it is.

- Yeah, there you go.

- It's a good looking card.

- Yo, it's just like the cards are pretty to look at,
you know what I mean?

They're really like, so this was the promo that came
'cause I got the Violet box.

- Oh, nice.

- Yeah, like it's a slippery slope.

- You haven't played Scarlet Violet yet?

- I haven't.

I didn't have the money when it came out really.

And then just the technical problems,
just turned me off a bit. - Yeah, you're not.

- So. - I don't blame anybody.

- No rush.

- Plenty of time. - That's a pretty good one.

- And then I'm a big fan of this one too.

It's Arcanine.

- Oh, shiny. - That's a really good one.

- Yeah. - It's a rastalized.

- Yeah, it's like,

this is the only card that's worth anything.

like in reality, but like, you know,

you gotta sleep the full arts.

You gotta sleep the full arts.

And they come with these dope sleeves.

I'm a big fan of these sleeves.

- Oh, that is nice. - That's actually pretty cool.

I didn't know they did that now.

- Yeah, so if you get an ETB, you get eight,
we get nine packs.

You get some dice for the TCG.

you get sleeves and you get the promo card.

And I think you get like a coin for the TCG as well.

- So that's neat.

- So yeah, so it's not bad.

'Cause especially once certain sets
like are gone, like are stopped being sold
for a certain amount of time, the prices will go down.

Like right now, like there's like four or five sets.

I'm not planning on going crazy.

I'm just like, I want to like buy like one ETB
for like each set that isn't ridiculously,
that isn't ridiculously overpriced.

Cause normally an ETB is like 50, 55,
but there's like three or four sets right now
that are like under like between 35 and 40.

So I'm probably going to pick those up
before they get too expensive or before they like sell out.

Yeah.