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I'm gonna be ordering The Last of Us Part II Remake while I'm at your house.

Hope your fiber can withhold- withstand my rapid ordering procedure.

Oh lord, I don't think there's gonna be a whole lot of sprinting for that one.

You're gonna buy that?

Oh well I guess they're releasing the special edition.

The wolf.

'Cause the steelbooks will match.

Yeah.

I don't- like I don't- I think the cards will actually be kinda cool.

The cards do seem cool, that was the one thing I thought was- Like it's a full pack?

It's the full set?

That's neat.

Uh huh.

I don't care about patches or pins.

I just want the steel case to match the other steel case like to have the set.

That's all.

You can display Dr.

Uckman proudly.

Yeah, that'll be cool.

And what is- really honestly if there wasn't a special edition, it was just- just you can buy the game physically or you can buy it digitally for the- I'd do the \$10 upgrade for sure.

And I'd get it physically later down the line.

The only reason I'm buying it is because of the edition.

What do you think of the uh- the roguelike horde mode?

I don't know.

I think it's cool that they're adding something new.

One of my buddies who works in another site said on- he said "Ah yes, nothing says cycle of violence like an additional roguelike mode.

" It's- Yeah, that's true.

It's cool- it's cool they're adding a- new advice.

The Lost Levels thing is the thing I'm kind of more interested in, but like I also- That is the one I'm into.

But I also fear that that will be very, very bare bones.

They're like "We're adding four lost levels of things that were cut out.

" And like, okay, but like I'm gonna guess a lot of it's like story-based moments.

Like one of the things they showed looked like the dance hall area of the game.

Yeah, like approaching the dance.

Yeah, so I bet it's like nothing- I bet it's just like walk and talk portions of the game more than anything.

I doubt there's gonna be like a whole like "Here's a 60 minute shooter area that we cut out of the game.

" There was- my understanding was they cut some of the sniper stuff from when you're- when you're playing as Abby and you're on approach to Tommy.

There's more sniper gameplay there.

And then I'm curious if the boar will make an appearance.

They cut- From God of War?

No.

Try to shoot him?

Yeah, no.

The part when you're at the farm and uh.

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Ellie is at the uh.

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She goes to- I feel like it- What is it?

There's a part they had near the farm where you actually are like out hunting and there's a boar and you like chase this boar down and it charges you and fights you and it's kind of this whole thing that was supposed to be symbolic I guess of her stress and whatnot.

But they cut it.

So I'm kind of curious if that'll be there but I think that's cool though in general just conceptually of "Here's stuff that we cut and here's why and what we were thinking.

" Like, and I mean that for any developer.

That's pretty cool insight.

So I'd like to walk around those and see that stuff and if I can do that right away that's probably actually what I'll do.

I think you can.

I imagine you can.

But yeah I'm gonna play them back to back because I haven't played part one yet so I'll play that leading up to it get the plat and then I'll uh.

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I'll hop over right to part two I'll have this back to back PS5 thing.

That'll be a lot of fun I think.

Don't you know you can't play anything other than Metroid and Castlevania next year?

Not anymore baby!

We cancelled that structure.

No I am.

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I'm.

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I've been itching to play.

The last of us games?

Yeah because I've had part one since it came out and I just.

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Because you're used to having your daughter around now and you think you can tolerate.

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It's been over a year since she was born so you can tolerate playing those games now maybe?

Because I know that was why you said last year you're like "I don't think I can play this right now.

" Well she was also.

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Because when did it.

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It came out in the fall?

In September.

September like right when she was born.

Yes.

I was like "I don't think I can do this in general.

" Like she's new.

I'm now a dad.

I feel like you were playing the other.

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I'm trying to think what we were playing last year.

Resident Evil 4 was the first game she saw.

Different man escorting girl around game.

But.

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I have thought about that.

And it gets in your head.

It's like "Oh this is so emotional I should feel something.

" And I've tried to just wipe that away.

Just be like "I know what this game is and I know the emotional beats and so like whatever I feel in the moment I feel in the moment but I'm not forcing myself to have some sort of pressure of "Oh I gotta feel this way because I'm a dad now.

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" You know I can't.

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I'm not doing that.

I did feel something when I watched the TV show.

And she was a brand new baby then.

I'll never forget watching ironically the Bill episode.

She had a 104 fever.

She was so sick that night.

And we were watching the episode so she's laying on me and the thing they do with babies.

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They tell you to do with babies is skin to skin so that they can regulate their temperature.

So I was like sitting there with her on me on my chest and I was like if she has 105 fever by the end of the episode like before bed we'll have to take her to the hospital.

Because 105 is when you take kids to the hospital.

Well that's probably when adults should go to the hospital.

Yeah probably.

But she never went over 104 and the Tylenol brought it down and she ended up being fine.

But that was like the first time she was sick too.

Like super sick.

So I was just watching this episode of Bill falling in love and she's just laying there sleeping trying to regulate her temperature.

What do you think about the girl who might play Abby?

Do you like it?

I like the actress a lot.

Actually.

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So she kind of got her big break on Last Man Standing that Tim Allen sitcom.

And there's an episode where she's golfing and I found the episode and it's like the first opening five seconds she's swinging a golf club.

So like I wanted to do an article and just have that clip in there like oh look she's already tried out for the role.

But she's a great actress.

She has a good range.

I think she's a good pairing size wise to the girl.

But she's not Abby.

Abby is a big jacked muscly lady.

So that's my kind of.

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She honestly is a lot like Ellie physically.

So it's a little weird.

But I like the actress in her work and I think if that's true she'll do great.

And they can do whatever they want.

But she does not remind me of Abby.

That's kind of.

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I was kind of saying similar things.

We were talking about it at work the other day.

And some people were like yeah heck yeah this would be awesome.

I'm like I don't know man.

I was like broadly speaking I just do not see part two adapting.

Straight adapting the game.

I just do not think this being.

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I don't think it'll work well as a TV adaptation.

I already struggle to see Bella as Ellie in some sense.

Now you're telling me she's going to be a psychopathic five foot murder machine sprinting around Seattle killing people in droves.

And now you're telling me there's a girl that's not even big.

I'm not saying she needs to be 6'5 or something.

But Abby is big.

She's muscular.

She's jacked.

Shoulders man.

I'm like we've now cast two very tiny women to play these roles.

And I was like I was just bringing some of this stuff up and some people were like that sounds like such a gamer complaint Logan blah blah blah that sounds like something you'd hear incel.

I'm like that sounds like something you'd hear incels complain about on Twitter.

I'm like what are you talking about?

I'm like violence is like a huge part of the second.

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like it is central.

It is very very very key that Ellie is going nuts and murdering people left and right.

Beating a woman with a pipe in a basement while she's gurgling on her own blood.

Yes.

Yes.

So like when you have the actress who is playing there, Bella Ramsey is literally five foot tall.

Like she's tiny and she looks like she's 12.

So you're telling me I'm supposed to believe that she's running around killing this band of mercenaries and cult people left?

Like I don't know.

I just like.

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I think it's going to be a chronological season.

I don't think it opens with Joel dying.

Like I just don't see that happening.

Because Pedro.

Well I say this.



If Pedro is really in Fantastic Four I don't know how his schedule is going to open up to allow him to film that.

Because in 2024 he has Last of Us potentially Fantastic Four if he's really going to be in that.

He's one of the main characters in Gladiator 2 which is still filming.

Really?

Yes.

Okay.

He has like three or four huge things lined up and then on top of that he's like now doing Fantastic Four supposedly.

And people are like "How is he going to do this in his schedule?"

"And they're like "Well he probably won't be in Last of Us very long."

"Maybe."

Alright so if you look at it like that, possibly.

But I can't.

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The show would still have even then the flashback sequences, right?

Whether or not they do it in chronological or not.

They're still going to be the museum.

They're still going to be the dance.

They're still going to be.

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Well it just depends on how much they do in season two.

Because they've already said they're planning this as a two season project.

So I think you can show.

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They can do what TV does well and cut to other characters doing other things.

And so if it is chronological we get to see Abby's reaction to Jerry's death and the zebra stuff.

We'll probably have an entire episode about that.

Yeah!

And then maybe we can see kind of what they're doing maybe they make up stuff of like what Abby's doing.

Like how she gets integrated with the wolves maybe while Ellie's at the museum.

They could flesh some stuff out and just kind of build up to these things.

And maybe if they don't kill Joel right away maybe that's what the end of the season is.

You end on Joel's death.

And then everyone's clamoring for season three.

I don't know.

But I just.

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I can see them doing it more chronologically and maybe filling in some gaps.

And they clearly have no problem completely rewriting bits for the show which is fine.

And actually what I would prefer is come up with some new stuff.

You know they got to.

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There's going to be Dina stuff and Jesse.

Maybe we see that early romance blossom.

The only thing I demand that has to stay in is Smash Brandi's cooch.

Yes it has to stay in there.

They got to find a place.

That has to stay in.

How.

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I'm kind of curious.

So obviously they they're remastering part two.

Shocker, shocker.

But I think a lot of people picked up.

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You know what I.

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It's really they're just natively porting it to PS5 is really what they're doing.

And they're getting more juice out of that.

But a lot of people picked up part one because the show finished.

They got a PS5 or on their PC they're playing part one.

I imagine a lot of people are going to be like "Oh snap let's play part two.

" And the game opens up.

And they're like "Oh no!

" I think that'll be interesting.

I am curious how many people still don't know that he dies.

I mean I assume there's a decent amount.

I imagine there's like.

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It's an interesting Venn diagram right?

How many people.

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Normal people watched the show but then also didn't immediately go look up like Last of Us 2 or Last of Us Season 2 and then just have that spoiled for them.

Like that overlap probably is pretty large.

So I don't know.

It still hits though.

Also really the vibe of the trailer for Remastered feels so different when it's just all out in the open.

Like that trailer leaves nothing to suspect.

It's like Joel's dying and Abby is a playable character.

Like all the mystery before launch initially is gone.

And so it gives it a totally different vibe.

Which is fine.

Like they can market it.

Obviously the cat's out of the bag.

Well they kind of have to because that's like.

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That's the thing that's funny about the first time they promoted that game is they hid.

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That's the central push of the whole game is Joel's dead.

We need to go to this new area and hunt down his killers.

But all the marketing before its original release was.

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I mean they were like faking Joel in later parts of the game.

Which I admire and appreciate.

I don't.

That I hate.

I like it.

That is just straight fake and disingenuous.

That I hate.

It was one scene.

It was one scene.

Yeah but it's still fake and disingenuous.

Like I don't know.

They just didn't have to do that I guess is my thing.

Like you're straight up.

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Everyone was thinking Joel was dead because of the original teaser.

He was all like in a silhouette.

He's like I'm gonna kill every last one of them.

Or she said that.

And everyone's like Joel's dead.

So I think they did it to keep it away.

But then obviously everything leaked right before.

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I mean this is three games in a row for them.

And two of them are Sony's fault.

Like it's directly.

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Someone on Sony's end pushed a button.

Scheduled something wrong.

It's so frustrating.

Just for any studio.

Have your game leak.

This is the last thing I'll say and then we should probably get going.

Is I'm just I am saddened to see I like Last of Us.

I like these games are good.

I enjoy them.

But I'm very saddened that this is all they're doing now.

Like we have gone part two.

Last of Us 1 remake.

Last of Us part two remastered.

Multiplayer game is still out there in the ether maybe.

Part three Druckmann's doing a TV show.

It's just like we're gonna enter like a 12 to 15 year span.

Where this is all they put out.

And it's just like I wish you would make something else.

I wish you would go dabble in.

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I mean Uncharted is gonna go to another studio I feel like.

Oh it already has to be.

I think they've actively teased it.

Yeah I agree.

But it's just like.

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But I feel the same way with any company.

I don't want to make it sound like I'm just like this on the Nintendo.

I feel that way with Santa Monica.

Yeah I do too.

Which is why when I hear that they're.

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Atreus goes to college.

Well I was gonna say it's why when I hear that Corey's new game he's helming is like a sci-fi game or something like that.

I'm like dude heck yeah let's go.

Like that excites me.

They come back to the sci-fi thing?

Cause that was before Ascension and that got canned.

Well he's been pretty straight forward that he's been working on something else.

Like that's why.

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Well I know he's working on something different.

I just didn't know if the sci-fi thing had come back.

The rumors are that it's a sci-fi thing.

I mean that sounds cool.

I don't know if it's what they were doing before.

But I just heard it's like in that genre.

Well they infamously had a sci-fi game that they were making alongside Ascension and then it got canned so.

I mean we'll see.

But like that.

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I think we'll see this Atreus.

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If that thing is real we'll see this in two weeks.

We'll see Atreus goes to college if it's real.

And I think.

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Dude I'm totally down for that too.

Like I know you're like criticizing that.

I'm totally into that.

Because I think that sets up them to do another Pantheon jump with the next mainline game rather than having the next mainline game.

Like just do the Atreus stuff you want to do as part of one of these Miles Morales type spin-offs.

And then bring it back full circles.

That's fine.

I think in his own game though they could do more with his abilities.

Maybe.

Yeah I guess.

That's fair.

But we'll see.

We'll see what happens.

But I do agree with you.



Like not only are you so talented, they have these expertise to explore new things and they've just sat in the Last of Us world for the last decade.

Well even the one thing that I was like most interested in seeing them do, maybe not personally to play but like just on paper would have been the multiplayer game.

And now who the heck knows if.

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Well that game's still in the works.

Maybe.

I don't know.

No it is.

It sounds like the team.

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One of the co-directors is still working on it.

I know.

But that doesn't.

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I don't know.

And I think.

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All the reports say that like they have like a skeleton crew working on it which does not inspire confidence.

Yeah.

But I think.

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I think out of all their live service games and even the ones now we're hearing that some of them are on i.

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Like being pushed.

Like they're slowing the roll a little bit.

The Last of Us will be one of them that comes out sooner rather than later because of the IP and where everything is.

All this synergy.

TV, games, remasters, blah blah blah blah blah.

Like that game will see the light of day.

And it's interesting because we're going to see some of the mechanics.

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I'm not so sure.

We're going to see some of these mechanics and ideas I think in this Horde mode.

But I'm telling you that game will come out.

We'll see.

I mean when you downsize dude, all I'm saying is like if all the reporting is accurate and they have downsized that team greatly.

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Like I don't.

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You.

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You don't downsize a team before a game launches, you know?

Like to the degree that people have been saying.

So like that clearly means that those who are still working on it are trying to retool what it is and like rethink certain aspects of it.

For all?

I don't know.

I don't know.

We'll see.

Like.

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But I.

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That's what I think the.

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I do have faith.

That's what I think the development on it is right now.

Is them trying to rethink whatever snags they ran into.

Like it's clearly not being developed or created in the sense that like they're pushing towards a launch.

But again if we believe everything, everything that's been reported they said we were going to see more this year.

Obviously that's not happening.

They already delayed that indefinitely though.

They already responded to that.

No, I understand that.

What I'm saying though is at a certain point they believed that we were going to.

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The public was going to see the game this year.

So it was clearly passing internal checks both at Naughty Dog and at Sony.

And then Bungie came in apparently and was like "Eh, this isn't quite as sticky.

" And so that led to listening to that advice and going back to the drawing board in some way.

So there's a core though that is solid and was passing internals.

So they're going to retool the sticky, whatever that is.

But also now you have Bungie out here greatly missing their own internal projections.

Destiny's on a.

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Destiny is dying.

Destiny has its lowest player count ever.

I was talking to my buddy who I used to play with like when I was into Destiny and he was like "It's bad man.

It's in a dire place.

" Destiny has its lowest player count ever as of this past week and they're also just delayed the.

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They haven't officially done it yet but the expansion that was supposed to be out in two months is now not going to be out in two months.

See, so I think that may open a door of "Well, do we really, you know, re-evaluate it?

" And also if they're drawing back on some of the live service stuff maybe they just go "Pivot.

" And it doesn't have to be this thing.

I don't know.

We'll see.

But I do believe we'll see the game.

- Like Jim Ryan leaving I think is the thing I'm most curious about.

And plus.

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- Hiroki Tatoki.

- If you are not.

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If you're trying to release a live service game and you're not absolutely confident that you can potentially impact the market with it, then you should just pull back.

Because how many live service games have we seen absolutely release in Craytor within the past 18 months?

Like it's just been crazy.

Like everybody is trying to darn near everybody is family.

- I always think of that Cliff Belinsky shopping cart game.

- Well that's like.

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That was like six years ago.

- I know, but that's what always jumps to my mind.

- That was like a last ditch effort to save that whole company.

They're like "Quick!

Battle Royale!

" - Back when those were hot.

- Radical Heights.

- We'll see.

I do think.

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It's interesting because I definitely believe there.

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While I don't think the reveal of Remastered was going to be at the Game Awards because they were like, based off some other tweets, it was like we were getting ready to reveal it and the game goes on sale on the 5th.

Like you don't readjust the day your game's going to go on sale.

- I think it was slated for this.

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It was definitely not Friday at 630.

- Friday night at 730.

- Yes, it was definitely not that.

- So I think it was probably this week right before Thanksgiving and they were going to have stuff drolled out.

But I do think Neil had.

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I think there's something.

Because Neil's going to go up there and accept the award for best adaptation.

Let's just be real.

The Last of Us is going to win best video game adaptation.

It's not going to.

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It's not going to Twisted Metal.

- It's going to Twisted Metal.

- It's not going to Grand Turismo.

It's going to The Last of Us.

- It could go.

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It could literally go to Mario Bros.

Movie.

- It could.

That is a fair.

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- But it probably.

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It probably was.

- And Neil's going to be there.

And the Game Awards or Summer Games sets.

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There's always a relationship there.

So I.

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My brain feels like there would be something.

But with the timing of this, I don't know.

Maybe they're like, "And here's a Horde mode.

You know, a no return gameplay chunk.

Ah, that feels a little weird for the Game Awards.

" But there's something, I think.

Whether.

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I don't know.

Anyway, let's talk about Pokemon.

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

- Max, this is the most philosophical Pokemon game ever.

- Truths, ideals, hopes, dreams, discoveries!

All the things that a philosopher needs to think and ponder about while adventuring with their Pokemon.

- Is that what it says in the opening.

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- The video, yeah.

- Is that what it says in the little opening video there?

- Hopes, dreams, discoveries!

- That was the first note I took.

- It definitely has a much different.

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This game has.

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Black and White have a much different vibe in some sense compared to a lot of the other Pokemon games.

- It is a totally different vibe.
- Which I like, personally, quite a bit.

And we'll talk about it.

But these definitely stand out within the larger series in more ways than one, for sure.

- You know, there's, uh, you know Logan, there are plenty of discoveries for people to make with all of our member specials that we have been making for Super Chapter Select.

For just two and a half bucks a month or twenty dollars a year, you could sign up and get access to our longer episodes.

On this one, we talked about the recently announced Last of Us Part 2 Remastered and all the implications surrounding that and Naughty Dog.

We've got longer episodes, member specials, exclusive episodes that talk about different things, and then bonus videos.

Like, in season six here we've been doing all of our Pokemon battles in every single game, and I think we haven't recorded this one yet, but we might be doing Black and White in person.

Which we only did for HeartGold SoulSilver, if you remember.

- We did it for FireRed and LeafGreen as well.
- FireRed and LeafGreen because you were here in Florida.

So, there's plenty of stuff to check out.

You could go over to [listeningwithsuperpower.com](http://listeningwithsuperpower.com)

to find out more and sign up, but just check out Super Chapter Select.

- Yeah, I would like to do both of our battles in person, so hopefully both this and Black and White 2.
- It saves us from having to fumble with fan servers.
- I was gonna say setting up fan servers for all of this, which I'm sure would.

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- It's not that tricky, you just have to adjust your 3DS's internet settings like pointing it to a specific DNS server or something.

- That makes sense.
- It's not too typical, but anyway.
- It is another hoop to jump through.
- Yeah, it'd just be easier when we're together for the QEs.
- Where instead we could use the power of infrared technology if we were just in person to do this, which I did use that on these.

I like how streamlined that trading battling was on these games.

Max, let's do the rundown and then we'll get into.

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I have a lot I want to talk about with this game.

I think you do as well.

And we've already been kind of talking about it before this episode.

But there's still a lot that I want to dive in, so let's do the rundown here.

Pokemon Black and White, Max.

Did you know they were developed by Game Freak?

Of all studios.

- I didn't know that.

- They released on the Nintendo DS, these were the second moments on the DS behind Diamond and Pearl.

- Well, second.

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- Second mainline.

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Yeah, new generation games.

They released on March 6th, 2011.

The game was directed once again by Junichi Masuda.

The producers on the game were Junichi Masuda, Hitoshi Yamagami, Shusaku Igami, and Hiroyuki Tsuru.

The music was then done by Shoda Kageyami, Go!

Ichinose, Hitomi Sato, Junichi Masuda, and Manako Adachi.

The Metacritic score on these games, Max, was an 87 out of 100, which is.

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I feel like pretty in line with a lot of the others that we have seen across this season.

- It's directly tied with X and Y.

- That's a.

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- Well, it's tied with X.

Y is 88 out of 100.

- OK, I feel like most of the newer Pokemon games that we've done have been right around this like mid to high 80s more often than not.

- They're kind of sitting there.

- Yes, which makes sense for the most part, I suppose.

And then these games, I will say, as far as the user score goes on Metacritic, looking at that, they sit at a 7.

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User scores obviously don't necessarily matter all the time.

I will say as far as like Pokefandom goes, though, I feel like these two games are kind of slept on or people have.

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At the time I feel like people viewed them as underwhelming or not outright bad, but just.

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I don't think they made a huge impact in the moment and it hasn't been until a few years later here that I think people have come to respect and appreciate these games a bit more.

Which I think is also true for me, having gone back and played it now.

Because I haven't played this game since 2011, I suppose.

2011, 2012, leading up to when the sequels would have come out.

- Yeah, okay.

- Yeah, so I haven't played these in a very long time.

It's been over a decade.

So revisiting them now, I think there is a lot of unique aspects of this game that I like a lot.

Especially since we have played the full series now over the course of the past.

For us, it's been the past 12 to 18 months.

But throughout this whole season here on Chapter Select, like, these games stand out greatly, like we were saying before.

And I think there is a lot of cool elements of this game that I'm excited to kind of dive in and talk to you about.

What did you think broadly?

Obviously you've not played these games before, to my knowledge.

So what did you think this first time jumping in?

- I had no idea what anything about these games.

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The only things that I knew about these games beforehand was someone called N is pretty dope, was my understanding.

Had a cool story there.

These games have "the best story in Pokemon.

" And then, I've always heard that these were good or slash great games.

So I've maybe I just didn't hear the discussion around the time in 2011, 2012 when these were coming out.

You know, these two games, the sequels, back to back.

I don't remember hearing anything like "meh" about it.

- I don't think these games were ever outright hated necessarily, but I feel like they are the most slept on entries in the series, if that makes any sense.

Because they were, as I mentioned before, kind of the second generation DS games that came out.

So there's really.

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A lot of the games that I think people look back on the most that they have the most fondness for are the newest installments on new platforms.

You know, the first GBA game, the first game on DS, the first games on 3DS, the first games on Switch.

I feel like those are the ones people look back on the most.

So when you release a successive game on a platform, I feel like those are the ones that end up being kind of more forgotten.

I think this is true for Sun and Moon as well.

I don't feel like people talk about those games half as much as they do with X and Y and stuff like that.

- You have to think about when these games came out though.

Which, in North America at least, you know, Black and White launched, as we said, on March 6th of 2011.

The Nintendo 3DS launched in North America, or I'm sorry, in Japan, or let's see, in North America it was March 27th of 2011.

So this was coming out the same time as the 3DS.

- Right there with Steel Diver!

- Yes, and that also means that Black and White 2 came out a year into the 3DS's life cycle essentially.

Not even really.

Or, yeah, like 15 months after the launch of the 3DS.

So, people probably were, now you could play your DS games on your 3DS, but I think there was a shift and people were waiting for that next big Pokemon game which would go on to be X and Y.

And so I think that probably lends a little bit to it.

Like it was truly the crossover tail end of the DS's life span.

And that could have led to it.

I think that also leads to a little bit of why these games are so stinkin' expensive.

Not that they didn't sell well, but they were the end of a console's life cycle.

- Yes.

Yeah, I think that, I mean, all the games that don't have remakes tend to be pretty expensive too.

Like, Gold and Silver are pretty expensive.

But yes, these, these are particular, it explains specifically why Black and White 2 are even more expensive.

Because those came out, obviously, you're talking about how this launched the month of the 3DS, those came out over a year later.

So the 3DS had been kind of entrenched on the market at that point for quite a period of time.

So for you coming into this, what, what stands out to you the most about this game?

Where do you want to, what do you want to start talking about the most?

Because obviously there's a lot of things we could talk about, whether it be the Pokedex or the story or like, I don't know.

There's a lot of, in many ways, this is a conventional Pokemon game, you know.

Yeah.

There's an evil team, there's Team Plasma, there's, there's a legendary Pokemon, there's all the eight gems and you gotta go fight and become the champion.

But they do add some new wrinkles here and there, obviously a lot of the stuff towards the end of the game with how the champion and the Elite Four are set up, which I assume we will talk about.

There are some unique little differences here and there, but what stood out to you the most and maybe what did you like and dislike if anything about this game?

So we've talked a little bit before the show in general just about some of my beef with this game.

In certain aspects.

But I think some of the stuff that stood out the most to me, just from the game itself is Team Plasma and their whole design.

They're very like old knights and mages, medieval.

I got Final Fantasy III vibes from it, or Final Fantasy VI.

The cartridge says three, so I've always called it three, but it's technically six.

The one with Kefka.

The one with Kefka.

Yeah.

I got vibes from that, especially from how do you say his name?

Gedis?

Gedis?

I think it's Getsis.

Gedis.

Very Final Fantasy III vibes from him.

So I thought that was kind of cool.

I'm sure we'll talk about Plasma more deep, but I noticed a lot there.

And then my other thing with this game, and this is a personal thing, you know, you were always talking about leading up to these episodes I was like these games were 150 something new Pokemon.

There were no original Pokemon.

This is an entirely new dex.

And for me we have something that I've always called the Wind Waker problem.

This is a very max problem, but I call it the Wind Waker problem.

After Zelda.

And so the first real 3D Zelda that I played was Wind Waker.

And I love that game, it's great.

But then afterward at some point I was like, man, I want to try this Ocarina of Time game.

And so I emulated it on my computer at the time and I remember getting to the first chest and Link, you know, tumbles in there and pulls out the, and it plays the chime, the doo doo doo doo doo doo doo doo.

I'm like, oh, that's just like from Wind Waker.

And then immediately it dawns on me and goes, oh, no, wait, it's the other way around.

Yeah.

And so for me playing Black, I recognized almost all of these Pokemon.

So none of them were new, like really new to me.

And we're playing this these are the final games we're playing.

Obviously both of the Unova games are back to back here to close out our season.

So yes, we have seen all of the other, all of these Pokemon before.

And so that's not a negative on the game, but that is something that I think is lost having, if you don't truly play these games in chronological order or you weren't there at the time in 2011, like the concept of an entirely new base DEX hasn't happened since these games.

Yes.

And I think that's, it's unfortunate that it, that is a that is lost in time, I think.

And then that reflects on to me it was like, well, I know what a Scrafty is or the Zebra, or the Electric Zebra, like I've seen these before, you know?

Yeah.

So it wasn't there wasn't like this rush of new to see and play with necessarily.

Besides like the starters, because I just hadn't used them before, or the legendaries.

I think that's an interesting thing that's kind of a bummer to have missed out on.

Just because we're 12 years removed.

Well, I think even you can still appreciate though, just like everything after this X and Y onward, they've been doing this thing where they don't do full DEXes of new Pokémon, but then that's really when they started indexing heavily into here's an alternate form, here's Galarian this, and here's Hisuian this, and you know, like they start doing different forms of old Pokémon, which is fine, and it's not the worst thing ever.

But these games this is the thing I really did want to talk about is I think top to bottom, other than the original the original Kanto Pokédex, because I mean nostalgia.

Also, I just think that DEX is really good, the Kanto DEX, but I think this is my favorite DEX in all of Pokémon.

I think this has the most variety.

I think this is the most widely balanced.

We've talked throughout the course of this season, like, why does this Pokédex index so heavily into this type?



You know, there's way too many water Pokémon in this DEX, or there's way too many of one of these types.

I feel like the DEX in this game is quite balanced, honestly, and it comes before the advent of Fairy-type, which I appreciate because- It's the last Puregen before Fairy-type got introduced because I don't really like Fairy-type that much, because then they start going back and changing old types like, "Oh, what if Marill was not only a Water-type, but it was a Fairy, too?"

" And it's like, "Oh my gosh, why are we doing this?"

" Like, this is the last kind of Puregen in that manner, and I appreciate that, and this really- Like, a lot of my favorite Pokémon ever are in this DEX.

Like, I really just think it is a- I love, like, Crocodile.

I think he's one of my favorites.

I love Haxorus.

That's one of my favorite Dragon-types.

Like, just- the thing- What's funny, though, is I will say this, is that despite how much I love this DEX and how much- how varied I think it is, and how well-balanced it is, and how much I wish that Game Freak would go back to doing something in this manner where it is just 120 to 150 wholly new Pokémon and that's all you experience, I think the starters are particularly weak in this gen.

In fact, I would say these are, like, bottom-tier starters in any of the games, which is funny because typically so many- a lot of the ways that I feel like people view different Pokédexes across Pokémon history is influenced greatly by the starters, and I don't think the starters are that good here.

I actually really struggled with kind of the front DEX in general, like those opening three town, three gyms, what have you.

I'll agree with that.

Like, the first, I think, 40 to 50 Pokémon are kind of lame in general, and it's not in a very exciting way to build your team, and a part of this also extends from the fact that I've adopted your mentality of, like, planning out my team ahead of time, and all of the Pokémon that I wanted were mid to late to post-game.

Like, I wasn't getting- I wasn't a very exciting DEX up front to play with, which is kind of a bummer.

I do agree with that.

I think that's a problem in a lot of Pokémon games, especially with the sort of- the way that I craft my teams and stuff, you know, like, I want this, and I want to get this too, and like, so, but I tried to- I tried to- whenever I do that personally, I try to plan it out, like, knowing, like, okay, well I can't get this one until I get to about the sixth or seventh gym, so until that point I will use this Pokémon, which I can get a little earlier in the game or something.

Well, I haven't- I haven't done that.

I haven't, like, planned a mid team, like, I just try to cover my bases up front.

Yeah.

Like, for example, gym five is the sheriff.

I think he's ground or rock one of the two.

Play.

And the game gives you, basically, an opportunity to go get your water duck on the bridge, which is kind of what you need to beat him if you don't have, you know, I guess if you didn't pick, uh, what's the water starter?

Oshawott?

Oshawott, yes.

Yeah, if you didn't pick Oshawott, or I guess Snivy, but basically I picked the fire pig and really struggled with gym five.

My team was not properly handled to, like, I was under leveled by about five levels and I just could not defeat his team and I had to go buy- go catch this duck, which I didn't really want, and then I had to, like, train the duck up to beat this and it was this whole- that and the- Did you not have any grass types on your team either?

I had the leaf monkey, but it was too under leveled, it'd get hit and- Oh, okay.

I'd die.

So, like, that's an example of- that's the fifth gym in the game, by the way, you know, where, like, substantially through the main story and it just, like, but I didn't think- I mean, there's the water toad that you can get in, uh, in the Pinwheel Forest, but I just- Pimple.

Yes.

Which reminds me of, uh, the Bellabub in Scarlet and Violet, but instead of groundwater, it's electric water.

So, I think the early Dex is kinda weak.

I do agree with that.

I do agree with that, generally speaking.

But the stuff later on, very cool.

Yes.

Um, but my- my other problem that kinda ties in with it, and I know this is what we've talked about before recording the show, is that the evolution chain to get a lot of cool Pokemon is so-

the leveling is so high to get to some of these Pokemon, where they're not evolving until the mid-40s, some don't even get until the 50s, like, you're really pushing to get the third evolution.

There's one Pokemon in the Dex that doesn't involve, I think, until level 65?

In its final form?

And to be clear, that is well into the post-game.

Yes.

Because the- the Elite Four is basically the upper 40s, so- And then you can go face them again, and they're in the 70s.

Yeah, and they have a full team and all that stuff.

So, like, there is- the leveling structure of this game is designed for the entirety of the game, post-game included.

I- I was thinking about this in our discussion for HeartGold SoulSilver, the way that they adapted to leveling, because that game's pretty hard if you're not doing these phone call missions, where you call people up and train trainers again that have higher experience and stronger teams- Especially if you're trying to, like, you know, work towards beating Red at the end of the game.

Yes, for sure.

And so they want you to use these systems, the phone call and HeartGold, to level up.

But in this game it is- you're- we want you to play everything, and we're scaling to that.

And so I think that's part of- well, I'll talk about my other problem with the leveling later, but I think that's a part of why I struggled with the leveling pace of this game.

Because we're getting to the mid to late story, and I'm in the upper 30s, low 40s, and I'm just really feeling like a lack of progression in that way.

Because kinda up until this point, really by the time you're at the Elite Four, in my experience, you're in the mid to late 50s, even the 60s.

And so it just feels slow in that way, but the game is designed- we want you to not be in the 60s until you're well into the postgame.

And for me, transparently, I didn't have time to really sink into the postgame, and I do plan on doing a little bit of it here after we record this, but I looked up kinda what you can do, and that's where the three legendary creatures come in.

You can apparently go find the Sages from Plasma, Battle of the Elite Four again.

There is basically half the map to explore.

They just- half the map is postgame.

Which is cool, but given the nature of how we're playing this, didn't really have the time to fully flesh that out and explore and just kinda play at my own pace.

And so I think kinda rushing- not rushing, but we're playing this for the show- I was gonna say, we have artificial deadlines, because you know, we're trying to be coming here and recording, talk about the game.

I basically- I played- I started playing this game on the 5th of October, and I beat it on the 18th of November, so like just over a month.

So I kinda had a month of playtime, and that was just to beat the game.

But if I was a kid in 2011, I probably would've eaten this up because it probably feels like, when you're not in this chamber of making a show about it, it probably feels like there's so much game there.

It just builds and builds and builds.

And so I think that was kinda- I think that's a big reason why I was struggling because the leveling is different than what I'm used to, and I'm playing under this time constraint for a show, and so I'm just getting frustrated with the lack of progression I'm feeling.

I do think it's slow.

It's a very slow level up.

And I don't necessarily care for that.

Because it just- I don't know, in an RPG I wanna feel like I'm getting stronger, and I just didn't really feel like I was getting stronger.

I always kinda felt like I was just under where I needed to be.

And that's a little- like even if you'd go grind, it truly is a grind, because they're handing out like 100, 300 experience points for fights and stuff.

It didn't feel like there was a good way to grind if you really were determined.

It was just arduous.

And I think that- I don't- as an adult, I find that frustrating.

As a kid, I probably had eaten it up.

So it's- I think it's a tough balancing act, because these games are primarily designed for younger people.

I think- so I agree with you in a general sense.

Like, we've played all these games now across this season.

Yes, this grind- there is a little bit more of a grind to this.

You do levels more slowly.

And yes, there are some very high levels for some of the Pokémon to evolve.

Like, this is the highest level cap of any of the Pokémon games when it comes to evolutions.

So those things are all very much true, and what you're saying is not wrong by any means.

I will say though, like within the scope of the larger series though, I- I appreciate these differences more, because they are different.

Like, we have played so many remakes across this season that are more in line with like how modern Pokémon has been, and to me modern Pokémon is like X and Y onward, you know, when they start implementing Basically 3D forward.

Yes, when they start implementing, you know, team-wide XP share and stuff like that, which helps alleviate some of the grind problems you've mentioned.

So coming back to a game like this is definitely a bit jarring in that manner, because we have become so accustomed to how the newer installments have been, but I really, really enjoyed it personally.

Like, this is how these Pokémon games used to be.

This is how a lot of these, again, not all of them in the sense that like you're leveling more slowly and the level caps of some of the Pokémons are higher to evolve and stuff like that.

But just like, just the structure of, you know, how you gotta train your team and stuff like that, and how you have to be a little bit more strategic.

Like, okay, I have this Pokémon and I wanna level it up, and what's the best way I can do that?

Okay, I'm gonna send it out first and then bring it back, and then I'll send out a stronger Pokémon.

And like, those things I enjoy and I kind of miss.

Like, there is a grind to it, but there's also something I like about Pokémon grinding.

Like, there is a sort of.

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it makes you feel more personally invested in your team in a way that I don't think the later games have been.

Like, by the time I got to the end of my team, I felt like I had used all six of my Pokémon pretty equally.

Which is definitely not true in some of the later games.

And for me, I think another problem was a lot of the Pokémon I wanted, like, my team wasn't really complete until the Elite Four.

Like, I really.

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I was playing with Pokémon I didn't want.

So I think that's another element.

I was.

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my team was just like, I don't want this bird back, you know?

Well, I know they definitely like, tucked some Pokémon away off the beaten path in this game too.

Like, I know.

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like, we'll talk about this here in a second, but like, HMs aren't really important.

HMs aren't a thing at all.

I mean, they are, but like, they are not vital to advance through the main path, which is great.

However, they are there if you want to explore a bit more.

Because I know once you get to.

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I think it's near Chargestone Cave, or it's near like, the fifth or sixth area.

Like, once.

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around that time when you get Surf.

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or maybe you don't get Surf right then, but there's a cave around there that like, they mention like, oh hey, there's a cave over here.

If I could just Surf over there, then I could access it.

And if you come back once you get Surf, you can go into that cave.

And that's where some of the more unique Pokémon are.

Like, I know that's where you can get an Axew, which it eventually involves into Haxorus, which is like, one of the stronger Pokémon in this gen.

Stuff like that.

So like, they tuck certain Pokémon away off the beaten path, and I think they try to encourage you to explore a bit more.

But yes, they are like you said before, they are all still a little bit later into the game and stuff like that, but there is like, an exploration and a reward to that that I think is kind of nice too.

And they kind of push you to go into areas that perhaps you wouldn't otherwise.

But yes, I do wish some of the Pokémon were front loaded a bit more in the earlier portions of the game.

And then there's like some weird little things too that I forgot about.

Like, for instance, like I remember when this game was coming out, like one of the Pokémon that they were really pushing to the forefront was Zorua and Zoroark, the dark type looking like fox thing.

You cannot even get a Zorua in this game unless you have an Event Celebi, which you then have to go interact with one specific person on the map, and then you can get a Zorua, which is very strange to me that like, I don't know, some of the ways you would get Pokémon in these older games is just a little bit odd in that way.

And Black and White 2, I think they just allow you to catch one or you can just get one more easily.

Yeah, I noticed that when I was looking at certain Pokémon I'd be like, you have to do this in this game to get it.

And then Black and White 2, it's like, ah, just go here.

Like, they opened up the decks a little bit more, I think.

Yes, they did.

It's funny, I did have an Event Celebi in one of my old games I told you about.

I was like, oh, I have this!

I guess I'll go get a Zorua real quick.

And I did that mainly just because I wanted to see that whole like, finally do it, yeah, that whole cutscene or that interaction play out which is kind of unique.

So yeah, I think, generally speaking though, like I said, to kind of bring this full circle, there are a ton of Pokémon in this deck that I just love.

And you and I were talking beforehand and like moving forward into Black and White 2, like I am very excited to play these games again because there are so many Pokémon that I feel like I have not used still in this decks.

Like, we have now, I have now played, I think I've only played these games, I played White and White 2 back when they came out.

I've now played Black for the show here.

And then we'll be playing, I'll be playing Black 2.

I still feel like there's like so many Pokémon I have not used in this decks that I want to still use.

Like, because you know how I am, I like to try to mix up the Pokémon that I'm using, I don't like to use the same ones every time.

Like, I have ones that I prefer and that I like the most.

But I try not to recycle and reuse the same ones.

I've largely mixed up my teams and all three are going on four playthroughs of this game that we've done and I still feel like I have not used everything that I'm like interested in building a team around.

And so that excites me and that's something that I think gives this game much more longevity in a sense.

And again, it's kind of weird too because obviously there are like four or five gens after this and all these Pokémon have been folded into those decks as well, I know.

So in that sense, you probably don't find that half as unique.

Yeah, I think there's not a cool looking Pokémon, there's also some dumb looking Pokémon in this game too.

Don't bash the ice cream cones.

I'm not talking about ice cream cones or gears, I'm talking about like Vulture with an egg diaper on.

I kind of like the Vulture with the egg diaper.

I think it's so stupid looking, just the dummy.



You know, there are really cool legendaries in this game and I think we, not just the main ones, but all of the kind of the ones surrounding it and the ones that revolve around the map or the event Pokémon that would eventually come out of this.

I think the legendaries in this game are pretty dope and it's a shame that we don't, in our battle rules, we don't use legendaries because there's some really cool ones.

Which ones do you like specifically?

I like the three Tornadus, Thunderus, Landorus.

Oh, okay.

Those are kind of cool.

I think Kyriroom, the ice dragon one is pretty cool.

Kyriroom or something, yeah.

Yeah, and Genesect.

You know, Bug with laser cannon, that's pretty dope.

I think, you know, those look cool.

So, I think the late Pokémon in this deck are neat.

Braviary, I know from Arceus, because Braviary is the Pokémon you get to fly around, so like there's a whole quest with there.

Braviary was one of the first Pokémon I used when I initially played this game back in the day.

That was my flying type of choice that I really liked.

Yeah, I like the Buffalot, Buffalo thing with rings on its horns, that's neat.

I like the Sharplot.

I found out this is where Golurk came from.

You know, I used Golurk in I think Sword and Shield, so it's cool to see the origin of these and I like a lot of this, like I like the late decks.

It's just kind of the early stuff.

Chandelure.

Yeah, there's another big one.

Chandelure.

I like the mummy looking thing.

The Sarcophagus.

Yeah, that's cool.

That's a really cool one.

I even like, even some of the more common ones like Deerling and Sawsbuck, like it's cool that there's a type that is specific to certain seasons and its form change depending on the season and stuff like that.

And even some of the ones that I know people hate on, they're like, "Oh, this is a dumb design.

" Like, Garbodor, it's a pile of trash.

Vanilluxe, it's Ice Cream Con, Clink Clink.

It's just Gears.

Like, I've come full circle to like, especially seeing where they, yeah, especially seeing where they go in some of the- Chandelure is a chandelier.

Yes.

Jellison is a jellyfish.

Seeing where they go in some of the later decks as well has made me come back and like appreciate these as well.

And the thing I'll say too is I think these games, dude, I miss this look of Pokemon.

Like this is- these games look so good.

The sprites look so good.

They are animated.

Yes.

It is the best looking game we've played.

It is by far the best looking game that we have played.

The moves all look really cool too.

Like there is a- this is- I wish Pokemon still looked like this.

Obviously we're in a 3D era, but like the 3D- the transition to 3D, I mean this has been a well-documented complaint that so many people in the community have had for over a decade now.

But like in the midst of the transition, we have lost, I think, just- all of the newer 3D Pokemon just do not have the same sort of vibe and feel and look that a lot of these older ones do in this art style.

And I miss it so much.

They look- a lot of the newer Pokemon look washed out, I think, especially when you compare them to what they looked like in these previous games.

Like the colors on these pop so well.

The art is so good.

Like I really- I miss it.

I wish we could go back to this, but- I mean if you go on- if you go on a site like Serebii and you click on a Pokemon and then just click through the gens that it's in, you can see the 3D models and then go back to these sprites and it's- to me it's no contest.

The sprites beat these 3D models all the way.

It's just- something is lost and it's a shame.

They even have like more personality in these sprites too.

Like they just look so much more well defined and again, adding the animations to them now rather than them just being static images during the fight sequences, they have all kind of got little like bouncing maneuvers or whatever.

And some of them are more unique.

Like I think of like- what is the fighting type?

Timber who's got the 2x4 in his hands.

He's like flipping it in his hands or whatever as he's standing there.

Like I think that's cool.

There's a lot of- there's a lot of personality and yes, these sprites are so, so good.

And I'm looking through the Pokédex here too again.

Just to call out some other things here.

Like I think Scolipede is like a really cool bug type.

Bug poison type.

Also the cops are coming for me or whatever.

I don't know if they made me- It's for your Pokétakes though.

It is for my Pokétakes.

Officer Jenny is coming for me.

Is that her name?

What is the- What is the nurse's name?

It's Officer Jenny and Nurse- is it Eve?

It is Officer Jenny and then Nurse.

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Joy.

Is it Joy?

Nurse Joy.

Yeah, why did I say Eve?

Anyway.

Yeah.

Just Pokédex.

Good one.

Definitely one of the best.

And I like we're talking about how pretty the sprites look and stuff.

I'm imagining I don't have to imagine because I've seen these Pokémon all show up in the later games.

And just thinking about like a remake for these games which is probably what we're going to get next.

Like I'm like, oh, these won't look half as good.

Which is so funny because it's over a decade after this and you go back and play these DS games and we're like frothing at the mouth about how good these Pokémon look for the time.

Anyway, yeah.

Lots of great Pokémon in this deck.

I love it overall.

Max, let's talk about the story though.

Because this is something that we've not touched on and I know this is something you have mentioned that you've heard about quite a bit about beforehand.

Something we talked about before.

How this game is very philosophical in some ways.

I think the story is broadly like I said up front at the top of the show, it's very similar to all the other ones just in the structure of, you know, there's a legendary Pokémon.

There's an evil team.

There's the gyms in the Elite Four and become the champion and all that stuff.

But at the same time there is some stark differences.

Like again, like Team Plasma they end up kind of having the same goals as some of the other teams by the end of the game.

But like the way that you get there by proxy of N and his story arc and just I will say even like the structure of Team Plasma I think is greatly different, you know, with N being their chosen hero or leader or whatever.

But then you've got Ghetsis kind of as the puppet master and you've got all these seven sages that are running around.

Like the structure of the group is far different which I really appreciate and I think is again unique within the larger Pokémon series here.

And then their ambitions are a little bit more mysterious and you never really get the sense that they're outright evil until sort of later.

Like because the rhetoric they're spewing is not horrible.

They're like, you know, we must free Pokémon.

Everybody release your Pokémon.

We have been basically enslaving Pokémon.

Everybody should release them and let them roam free.

Yes.

So there is a go ahead.

They are stealing Pokémon from people.

Yes, absolutely.

And yes, at the end of the day, there's always always slipping up like, you know, my plan.

I mean, Team Plasma's plan.

So that's, you know, they're evil in that cartoon.

Yes, yes, they are.

But they're they're not they're not so like cartoonishly evil where I think of the past games where it's oh, they're not rocket and we run around and steal Pokémon or we're team mag mag.

We want to we want to just create all the water land only.

Let's revive the Pokémon grout on and eliminate all the water.

It's like what?

Like those are like cartoonishly evil like these team plasma trying to be a little bit more savvy.

And again, much different vibe not only combined with their ambitions, but just the structure of the organization.

I mentioned all the sages and ends involvement and how they've raised and but then their look, this like medieval style look that they have to themselves, which is like even the opening cutscene of this game is like, this is a very different tone for a Pokémon game here with the whole sort of monarchy type thing they're going for with this.

Maybe not monarchy, but sort of I don't know.

I almost wish they feel out of place, I think because of that because the world around them is modern.

They do they do but I also kind of like that disparity in some weird sense.

I almost wish though they had fully leaned into it and maybe and maybe this is more Arceus talking about Arceus is set, you know, early Sinnoh, right or the Hisu region, which would become a Sinnoh and they lean into this old style and I almost kind of wish these games were set in a medieval-ish time and I think that would be an interesting idea and if they ever did another, I assume they will do another Legends game and if they decided to make Yanoa that region, I think it would be really cool to actually have this medieval knight angle to it and have these Pokémon be around and all that stuff.

I think that would be a neat way to go about it.

I kind of just wish they leaned more into it almost because I enjoyed it so much.

It was cool that way.

I feel like they do in some sense with some of the Pokémon like I think of Escavalier which is like meant to look like a knight.

Even some of the other.

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A lot of the bug Pokémon end up having like suits of armor.

Yes, yes they do and then I think of some of the others in this dex as well like there's sort of like an old school or like.

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I don't want to say like ancient but like even like Chandelure kind of gives like off like old timey vibes to it.

Yeah.

Axorus to some degree as well.

Yeah, you got Shelmet which is like a suit of armor knight.

Even Druddigon looks like an old ancient dragon type thing and Bisharp kind of looks like a knight.

They kind of lean into that in some sense with the Pokémon designs but they definitely don't go full tilt with it by any means.

Yeah.

I hope they can lean into it more if they ever revisit Unova or in the remakes.

I don't know.

You know there's a lot of potential there.

But my biggest.

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I have a.

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My biggest problem with Team Plasma is the hypocrisy of them.

Because they're all trainers and they all fight and they're like "We must free Pokémon and stop hurting them.

Now let's fight about it.

" And they fight with their Pokémon.

And I really.

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I kind of struggled with that.

Like from just a surface level of "Well do you really believe what you're saying?"

"N is the only one that at least voices a struggle.

Like he realizes that hypocrisy and at least comments on it.

Well there are some others.

There are some others that you can run into.

They are like off the beaten path Team Plasma NPCs where you can like.

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I think of one like in N's Castle towards the end where he's like "Oh I believe in Team Plasma's am.

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He's like "I'm fighting for Team Plasma and looking to release all the Pokémon but also I've grown attached to the Pokémon I've raised.

Maybe I'm not cut out for being part of this group or whatever.

"That's an interesting one off but I just.

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I really overall struggled with the whole they.

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you know.

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the ones you'd be forced to fight they'd be like "When I beat you you're going to have to release your Pokémon.

" It's like well what about you?

Are you going to release your Pokémon?

Like.

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it kind of just falls apart really quick and I get that they have.

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you have to fight the villains so it's.

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That's how you throw down in this world.

Yeah and so I.

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I really was torn on that.

I think it's a little bit interesting that N talks about that at least before you fight him and all this stuff but it did just it did kind of just fall a little bit on me like "Ah.

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this is a.

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this is hypocritical.

" How do you feel about the one lettered boy N?

First off what a strange name.

A terrible name quite honestly an awful name.

Yes.

Yes.

But what did you think about N?

Because he really is obviously the main sort of thrust in this game.

Like we've talked about Ghetsis a little bit and the other Team Plasma stuff but.

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I think N was hyped too much.

I think he was overhyped.

I think he's one of the better like rivals in the series.

Which isn't necessarily a super high bar to clear in some ways like you know you've got Blue or Gary whatever in the first games.

I almost would prefer though like a rival who's intentionally out in a.

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like a rival who's mean to you.

Because Sharon in this game is a rival out to beat you but he's like nice and philosophical to you while losing.

Yeah.

And N is like just this morally conflicted boy who was raised by Pokemon.

N speaks in monologues too.

Yeah.

Very ye olde English.

So I just feel like his whole arc and story and like how great he is was overhyped to me and I've interpreted that.

But you have to think everyone's like "N's the best and these are the best stories in Pokemon" and they're really good especially compared to a lot of the other games that we've played.

But I was kind of like "eh".

By the end of it I was just like "well of course this is how it's gonna go" like he's you know.

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I do think it ends really well.

I was gonna say this is what I.

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The build up to that fight and the dragon coming in and he heals you before the fight and he's like "truth and ideals and we're gonna fight it out" like the whole.

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The two heroes must clash.

Yeah it was really epic.

Really grand.

I was gonna.

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So I think that when people talk about N and how much they like him and stuff a lot of it does have to do with just how this game converges all the storylines.

Like this is the only game in the series where you know more often than not I feel like the legendary stuff is kind of tied up before you ever go to gym eight.

Same with the evil team.

Like once you finish those things then you go to the final gym then you go to the elite four and then tada you're the champion.

This is the one game where it's like nope let's have the evil team storyline clash with the legendary Pokemon storyline clash with the the elite four stuff and then all of those plotlines converge at the champion battle when N is the champion and he has a legendary Pokemon and you have to get a legendary Pokemon and fight him and like it all kind of unites there at the end which I think is greatly, greatly unique in the scope of the Pokemon series for sure because there are no other games in the series that do this and I think making your rival get the the other version exclusive legendary that you don't have is also super cool because in a lot of these other Pokemon games like you know depending on which version you're playing like they won't.

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I think the only one I can really think of is.

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well no they don't even really do that in Sapphire and Ruby now that I think about it.

I guess they do in Emerald but like the two different version exclusive Pokemon never really end up clashing or crossing over.

Like there are some instances where both appear in the same game like I think that happens in Sword and Shield.

I think both of the different.

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Yeah you got the Sword and Shield brothers.

Yeah I think they're both in the game but like a lot of times the like if you play Diamond you're never going to hear about Palkia or anything or you're never going to see it.

You just never see it.

You never see it you know.

Yeah like this I think these games are super unique in the sense that like cool we're going to give you Reshiram we're going to give your rival Zekrom then and then you're going to have to square off with one another and I just think the idea behind Reshiram and Zekrom is really cool and how they've clashed with one another for a long time and now this is just the latest instance in which they're kind of doing this under the guys of new.

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under the ownership of new trainers.

Like all those things I think are really really cool.

This game's final hours are pretty great.

Very yes I love all of it.

I love how the champion story weaves into the plasma story going into the end.

Built climbing up you know Victory Road is a mountain basically in this game so you're working your way up Victory Road and then you work your way up through the Elite Four and then you don't fight the champion.

You actually can't fight the champion until the post game when you beat the Elite Four again.

Well you do fight the champion and is the champion tactically I guess.

You know what I mean like he wasn't.

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that wasn't a specific I am here to be a champion it was I'm here to rule Yanova and I have to defeat the champion.

Like Yan's goal wasn't to be the very best like no one ever was.

It was to rule and so he defeated the.

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Which I kind of like.

They put a different sort of spin on the champion thing in this game which is like.

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that gives it like actual esteem that I think a lot of the other games don't necessarily.

It's just like oh yeah that's the Poke League champion over there.

In this game it's like no I'm going to be the champion.

Prove I'm the strongest in the whole region and then I will push my ideals onto the world.

Yes.

Yes.

Which is very cool and very super villainy in a lot of ways.

And I like that they introduced Alder earlier in the game so that you kind of become familiar with him over the course of the game to where then when you see him lose you're like.

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I mean obviously you don't really know how powerful he is because you never fight him yourself until the post game.

But like you realize you know the other champion is out there and then you see him lose and then you have to fight.

And like all of that stuff is really fantastic.

Again and himself I don't know.

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I think I do agree with you.

He's not maybe as good as some other people hyped him up but like the way he is used within the story like his like his like actual arc of you know just being this kid and then being controlled by an evil group and then he becomes champ.

Like all that stuff I think the broad beats are great largely.

Yeah.

No I totally agree with that.

It's one of the better woven stories that kind of all come together with all these different arcs.

I think I think Scarlet and Violet actually tries that a little bit while you can independently do each of the three stories by the end when you're going to area zero they've all intertwined on some level all three of them as you push down deeper and deeper.

I don't think as effectively but the end game of this is neat and it leans into that final fantasy like this feels like a more classical JRPG story goal ish that we're pushing here and so I think that's fairly neat and cool to see play out.

Bucks a lot of Pokemon trends for sure.

Like while keeping things very much the same in some sense like oh you know I fight the elite four and then I fight the champion and then this that and the other like there's kind of like two champion battles at the end because you have to fight and followed by gets us and then and then the and then there's the credits roll.

There's no like you know, let's log your team so that you go down in history as the champion like you're not dubbed the champion or anything.

You're just dubbed like the guy who saves you Nova and then you and then you can go back and fight all there from there.

But only only ones you have a much stronger team because his team is like in the 70s.

It's the I just looked it's the upper 70s.

So yeah, it's it's a real journey and I think that is neat and I wish that I had the time to like truly and fully experience that but it is cool to have seen that play out.

It does lend itself to making this one of the better stories in the franchise.

So I did have one question for you moving forward which I know we usually talk about this stuff more at the end but talked a lot about the story how do you feel moving forward knowing that there is a sequel here and some of the initial things that have kind of been introduced here are going to get expanded upon in the next game we play for this season.

I'm curious.

Jen I have no idea like what it's team plasma again.

So I'm I guess get us comes back in some way.

I assume that Mark N is doing something different but I find it difficult to believe that I will be fighting N on a regular basis unless he's following the rival/Sharon route of I must be stronger than you which I don't really see so I'm curious how team plasma comes back and like what the evil push is there.

I'm interested to see how the world evolves and changes you know because they're reusing the map but maybe towns get bigger or better there's growth there's change I think it's two years after the main story so I'm I'm I'm curious but it does feel like this game kind of wrapped itself up well from a there's no cliffhanger to so to speak so I'm interested to see where they explore.

Yeah there's maybe not like a traditional cliffhanger but there is clearly like stuff with N you know where he's like kind of setting out to go on his own sort of little yeah he like here's the conclusion yeah yeah and you see him kind of fly off on the zekrom or restaurant whichever one there at the end so there is some stuff set up with him and like his sort of personal journey to be honest I don't remember anything associated with black and white too so like this is just as much a thing that I am thinking of in the back of my mind as we move forward as I'm sure you are because I just cannot remember how that game really evolves because yes I know team plasma is in it once again but I don't really know how they expand upon this so I'm looking forward to playing through these games again.

The last thing I want to bring up to you well there's two things first off with the gym leaders how did you feel about the implementation of them in the larger world in this game and them being a little bit more than just you know the team is a little bit more than just you know hi I'm joe dude that stands in this gym and never leaves like all the gym leaders in this game I think really kind of are pitched as being larger members of this of the Unova region as a whole you know they all kind of show up there at the end as a big group to fight off the seven sages that is a cool moment I think as well I think that it is really they do a better job with the gym leaders in this game and make them feel like they're actual integral members of society rather than just you know hi I'm a guy who stands in this building and hands out badges to people who come on through like and with every new town you go to the gym leader kind of introduces themselves beforehand and then sometimes there's little missions you have to go do off the beaten path you know I think of like you mentioned clay before like his whole thing is like oh there's stuff going on and cold storage.

Go find team plasma yeah which can get a little bit annoying at times but I do feel like it makes it to where the gym leaders are more integral in these games in the story in the world building

than I feel like in a lot of the other games we've played which I do appreciate and like quite a bit.

I like I'm looking at the gym leaders now I think clay and Lenora are probably the two that stand out the most from the library and the sheriff and I think from the library and the sheriff but like some of them are I don't think their stories hit quite so hard or do so much in the game you know like Burr here with his bugs or Elsa and her electric pokemon although that gym was so annoying with the volt switching.

Skyla has like a shorter little story it's kind of cute I guess the plane lady yeah Bryson he doesn't do too much with his ice and then same thing with Drayden he kind of just shows up in one little cutscene in the town and then you fight him at the end he's like the dragon authority they're like go talk to him about Reshiram and Zekrom and you go to him and he's like yeah I don't really know dude oh it's interesting that it's different the 8th gym is a different leader if you play white.

It's Iris.

Oh that's cool same pokemon but different person that's cool so yeah I think some were a bit more important to the story overall than the others I do think the first gym is very interesting as where it is the opposite of whatever starter you pick forcing you to go get the monkey to the right of town to beat it I think that's a cool concept depending on what you choose so like I fought Kress because I chose Tepig I don't know what starter you choose I also chose Tepig.

Yeah so we both thought Kress but you know if you choose Snivy then you have to fight Chilli or uh.

That's a really cool thing I think.

Yeah that's me.

It forces you to go get the.

It forces you to go get the gimmicks in the rest of them so.

Well one other gimmick that they don't really use which I feel like would have been interesting if they would have used it during a gym at some point is the rotation battles which are new and unique I think to this game I don't think that that's a thing that shows back up in any other games unless I'm incorrect.

No I don't recall anything else.

I feel like they should have used that at one point in one of these gyms but they really don't I don't know if you had any particular fondness for that battle style in general in a general sense I think it's unique I think it's kind of I think it's fun it's never forced on you like a ton which I kind of like.

I think I only did it twice okay.

And it's interesting strategically it's you're thinking okay this Pokemon is strong against that one over there but if I rotate now are they going to rotate out to be defensive against that so there is some like strategic thinking of how can I whittle them down and then just hit them with what they're weak against yes but I feel like it made the game the battles feel slower and this is by far the fastest battle system that we've played with so far and I didn't care for being slowed



down in that way I would much rather if I just had a triple battle where all three of them are out at the same time or a double battle or something like that.

It's a neat concept but I don't think I would want to have done a ton of them and I'm glad like I said I think one gym leader would have been fine if they would have just done it as a one off.

Good push of ideas yeah and would have leaned into a more unique gym battle like they tried with the first one.

Yes I agree with you I think they could find for what it is but I also don't believe it's necessarily anything that I'm like dying to see pushed to the forefront of these games by any means last thing I want to ask you as far as like story and characters go did you have any particular fondness for Bianca or Sharon because you get two rivals in these games and I know you talked about how you're fighting rivals way too much between those two and then N on top of that who's kind of your real sort of rival throughout the game.

There's three rivals this time around what did you think about the other two?

I like Bianca's story like the concept of I'm leaving home and figuring out what I want to do with my life.

Sharon I think is far too serious he's like my purpose in life is to become stronger and if I don't have that I have no reason to live I think he's way too melodramatic I do like how Alder comes in and kind of recontextualizes why he feels that way and why he wants that though like okay cool let's say you do become champion then what like what are you gonna do from that point?

His arc is cool I just think his delivery and like writing as a character is melodramatic.

Heavy handed?

Yeah it's a bit heavy but I did have a major problem with especially basically the first I don't know up to six gyms basically kind of right before the plasma stuff really gets cooking with the dragons and the stones and stuff basically every time you leave town you'll fight at least one or two of these people as soon as you leave town and sometimes right before you get to a town you are just constantly crossing invisible lines triggering events, Pokemon trainers are showing up and going well I have the badge and you have the badge so now we must fight to see who's stronger.

Why am I so weak?

Oh I can't believe that you two just fought let me fight you so I can figure out what I want to do with my life and it's just like over and over and over and over and over and over and over and over and over and it makes the game flow choppy it is sometimes they don't even give you an opportunity to heal between them or heal you for the fight it is it's too much three rivals is too much and we need I wrote down I'm gonna have an aneurysm if there's a one more just let's battle moment it is just it's obnoxious and besides that I don't really care for them they were more annoying I think than helpful to my journey.

I do think that they have far better arcs than a lot of the other Pokemon rivals that we have seen again I think back to most recently you know X and Y with all the different I want my Pokemon to know how to dance and stuff like that it's like what are we doing here like they have much better arcs than some of the latest rivals in the series that I think we've seen but yeah they don't like to be honest like coming into these games I didn't really remember anything about Bianca or Sharon beforehand so I think that kind of says a lot right there yeah

but yeah I like I said moving forward it's curious it's interesting because a lot of the times these discussions are one-offs but I'm curious to see how we come back to some of these points when it comes to the story and the characters I'm more interested in where Bianca is in black and white too than Sharon or Sharon or however you say it because she actually was like trying to figure things out and like what she wanted to do with her life and Sharon was just like I want to be stronger so I think Bianca has the more interesting arc I don't think she really resolves it by the end of this game which makes me more interested in what she's up to in in the sequels yeah we've talked a lot naturally I think about a lot of the different gameplay elements in these games you know rotation battles and things like that the battling speed which is greatly increased which I appreciate and like quite a lot I mentioned this kind of offhand I wanted to ask you like just about HMs in particular and how you feel about how they're implemented this time around did you like that you don't really have to ever give your Pokemon HMs unless you are absolutely trying to explore more or something and I don't know I want to mention this too I don't know if you've looked this up but the post game gives you like three or four more HMs like waterfall I think is in the game dive I think is also in the game okay I didn't look those up but yes it is it's great that they're not necessary like a habit I've picked up is looking up before victory road like what HMs do I need to get through victory road and this time I'm like you don't need any of them strength and surf will make it a little easier like you can take shortcuts and make shortcuts but you don't need them I was like aha this is what I'm here for because we're still in the era of you have to go to the move deleter to forget an HM and if that wasn't the case if I could just swap you know swap it out with the TM that I was replacing before like then that's not really a rub it's just annoying so I'm glad that HMs basically aren't necessary this is the like we're one step closer to just being able to fly dive and surf whenever and wherever and however and that's great actually X and Y feels like a regression in some ways yeah that's what I was gonna say like in some ways like going to X and Y they were close to the right version of this yes like I honestly I could I forgot that they dropped a lot of the HM requirements in this game so like even when I got to victory road and stuff too I'm like at what point is this game gonna make me learn strength to advance here and the answer was never which I loved yeah because it allows you to allows you to do what you want with your have more control over your Pokemon's movesets and stuff like that and not only that but like all the TMs not being single use I think this is the first game in the series which where that's not a thing obviously that's become more common sense it's hard again these things are hard to remember because we've played this the series and so out of order so it's hard to know it all blends it at a certain point yes but there were a lot of like quality of life improvements with black and white that I feel like are worth calling out and pointing to because they finally address so many of these things that the fans had complained about at the time was there anything else like gameplay wise that really stuck out to you again we kind of mentioned as well the other big thing to me is just like the sprites having little animations and stuff like that I think is cool when it comes to the battles other than that there's nothing else that really jumps to my I don't know some of the oh I guess the musicals is one note you have down here something else kind of off the beaten path I I put that down because I didn't do a single one of them I'm glad they didn't force you to do it but I think they force you to kind of become aware that it's in the game yes you have to very briefly do it they expose you to it but they don't force you to do it yes which is I like that too I think this is another problem with being so removed from its launch though where there are just mechanics and ideas that are like not like you're not going to do it right with these days I think of the sea gear a lot they probably were doing a lot of ideas with the pokey walker and infrared and yes those are actually really those are really big things now that you mention it but now there's no like I kept that stuff off because I'm not playing no one else is playing I'm not walking around and connecting to things and people I'm not tracking my steps all this stuff is just lost mechanics to time because either just the community is not here for this game it's you know it keeps moving on and on so I think you know musicals is just the gimmick of this game and I didn't touch it at all it sounds pretty silly but so were beauty pageants in Diamond and Pearl so well as far as the sea gear stuff goes like they did finally kind of make it far far easier with this game I can't remember what HeartGold and SoulSilver does because I think they have

their infrared stuff too yes but I know what the connect with the Pokewalker yes that's right yes I know with these games though like with via the sea gear they they make it far easier to battle and far easier to trade than ever before you I mean you can still go to Pokey centers and do stuff kind of in the conventional method but they they really just because I traded between my games a couple times and all you have to do is slap the the infrared thing on the sea gear section and it's like okay we're going to look for another connection here and then you find it and then you're immediately launched into trading which I think is great it's so much more streamlined again more quality of life features in in these games things that things that became much more common later on in the series I just think a lot of the things that fans wanted were really present in this game with the all of these features that we've mentioned in the past few moments combined with the fully new Pokey decks these games are really big steps forward I think for the series in a lot of ways and took some important strides and kind of determined where the series would go moving forward which yeah I mean yeah in some ways I feel like they've run back some things from this era that I wish would kind of make a comeback but you know Pokemon is also in a decent enough place now we've talked about the postgame and we neither of us really did that I think the only other thing unless I'm wrong the big thing we haven't talked about yet is the music and I think this is absolutely one of the best Pokemon soundtracks by far this is up there to me with the original with I mean I have a soft spot for Ruby and Sapphire and Emerald for the Hoenn era but I think this is like maybe like top three favorite Pokemon soundtrack for me there are so many songs in this that I like heard as well that I was shocked that we're in this game that I could not remember were part of this game some of that is just because I listen to random you know like Nintendo music mixes on YouTube or whatever while I'm working and so I'll hear some of these songs I'm like oh that's a good track and then I play through this game I'm like oh dang that came from Pokemon Black and White I totally forgot about that I think this soundtrack overall has a lot of great mellow tunes I think some of the a lot of it has some groovier songs too like what was the one you sent me was it Drift Veil which is the one that you used?

Oh yeah yeah you're walking into Drift Veil yeah you're walking into Drift Veil there's a lot of like moody songs combined with genuine bops I know you hate the rival battle theme because you feel like it's too up tempo that's not my favorite either it's too bouncy and jubilant it makes them feel like clowns especially I think Bianca up front like it just it almost makes it feel like a joke and that's the first battle music you hear in the game and I was like oh no this is not a good sign the regular trainer battle is a much better theme the plasma grunt battle theme is a banger yes one of the better team rival themes in the whole series I love the team plasma theme I love N's N's battle theme I think is one of the best I don't know how you feel about it especially the final version of it when it gets in like the church organ and that stuff and it really is going hard the final version is really good but the rest it's good but I wasn't in love with it there are other I think rival or you know final fight themes that are better I think of Cynthia but there's that initial bias there I think a lot of the Scarlet and Violet stuff that you get to do with some of the final fights in that game that I think the Elite 4 battle scene or fights in this game I think or fight songs are also really good in this game like I like pretty much most of the soundtrack I think is really really phenomenal I do agree there are some no soundtrack is great across the board I think that's what I told you before when we were talking about this because we did talk about this a little bit before we began recording and I don't think any of the Pokemon soundtracks are necessarily perfect but this one is higher up on my personal list for sure like they popped off with this one I wrote down the Celestial Tower I like that song a lot that was really good but I think this game commits I think a really big musical sin and that is that Geddes has an absolutely lame battle theme I think it actually kills the mood of that whole build up like we're talking about how great this final build up is you climb the castle you battle end with these dragons Geddes comes in and reveals that aha I'm the puppet master and then his music is just like ugh it was not the epic final battle that I was hoping to hear and I think some Pokemon fans are crazy because I finally read some comments on the YouTube section now because I at least had context and one person wrote this is literally the one winged angel

of Pokemon Geddes is literally the embodiment of fear has a theme song that involves chanting his name a missing body part and he's the Pokemon equivalent of Sephiroth and I was like I don't know what you're on dude but this was a pretty lame song yeah it's very percussion heavy a lot of booming drums and stuff like that but there's no real it's like not this uptempo battle at all I didn't feel any sort of excitement I didn't feel the dread or fear that people are talking about you know I do like the chanting I do like the chanting with the choir or whatever the evil sounding choir that like that's cool but largely yes I do agree with you there's no real sort of there needs to be all good Pokemon fight themes I feel like have like an uptempo nature to them and there's like a sort of hype behind it and that's really not present with that so yes in that sense it is kind of disappointing since it's the final fight of the game the one thing I will, one last thing I will say again this is kind of runs in parallel to a lot of the other things we've been talking about with this game especially when it comes to the art and stuff but I miss just these like again with the jump to the 3DS the sound quality changes you know and I'm not saying future Pokemon soundtracks have been bad by any means but that's kind of like these sort of more chiptune-y era of Pokemon games here and again it started to kind of change from here on out once we got to the 3DS and onward and I miss kind of the almost like crunchiness to some of these songs from this era I don't know a lot of this is just very much you know nostalgia and I realize we're not going to stay in this time period forever because technology will change and things will advance and move forward but it is there is like a certain like comfort and appreciation that I do have coming back to these games and hearing these old style soundtracks like what we used to have on the DS and further back you know with the Gameboy when we played FireRed and LeafGreen I miss that stuff but a lot of that's obviously just influenced and shaped by the fact that this is how we grew up but there were more limitations back then and I always appreciated and enjoyed seeing what developers and composers did within those hardware limitations back in the day I think it prompted more creativity at times compared to some of what we see nowadays They pushed the DS hard and it paid off so they absolutely did.

We talked about this before just moving forward into Black and White 2 it'll be interesting to see our discussion with those games because obviously we've done sequel episodes before in past seasons about different series that we've covered but this will be the first time we've ever done it in the context of Pokemon so I'm very much looking forward to seeing what our discussion looks like in the next episode and maybe we won't have as much to say but maybe we'll have a ton more to say so I'm excited about that.

Until then though Max, as always, final question.

What do you think this game's or these, both of these games, Black and White, what do you think their legacy is?

It's the end of the DS era and it's one of the better stories in Pokemon I think those are the two things that kind of really have stuck with this game throughout the decade.

That's what people talk about I think the most and that's, I can see that now and I appreciate it in a way that I couldn't before and the other thing is they have a sequel and I think that'll be more relevant when we talk about Black and White 2 specifically but there's more to this generation than we thought previously and, or you know, basically up until Black and White 2 were announced the concept of a sequel was not really a thing for Pokemon.

It was always there's a third game you know, that kind of refines everything and does more and this was like no, we're making a sequel.

And we really haven't gotten that necessarily until.

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We've never really had it again in general.

I mean Ultra, the Ultra games sort of Ultra, Sun and Moon aren't sequels, they're necessarily I guess that's the closest though So yeah, it's an interesting way and also these are the last 2D games 2D and the battling the map is overhead 2D, 3D, whatever X and Y doesn't really make a ton of strides in terms of like the maneuvering around its world, getting around its world.

It's in 3D in quotes but it's still largely, you know, isometric viewpoint moving around and stuff like that.

So quite similar in that regard I mean yeah, you said what I was going to say is like these games I mean the legacy currently is like these are the next games I mean maybe not legacy but these games haven't been remade yet, you know, so I think that's a thing that people keep kind of in their heads now.

But beyond that, yes, these are the.

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This is a Pokemon duology here which is quite unique and it's why we're doing both of these games as part of our season.

Like we talked at the start of the season about how Black and White and Black and White 2 are the only games that we were going to do within the same region across the whole season just because we felt like it was important to play both of those and then all other instances we were going to play, you know, the remakes or the expanded versions of the games that existed and we were just going to choose one and go from there.

So yeah, the fact that these games have a sequel I think is a key part and a lot of what you mentioned before, you know, final games on DS yes, like these are the Pokemon games that have more of a story focus or stand out as having a larger, a more memorable story I would say like again, I can't really recall a lot of the other stories from some of these other games at least not anything other than the broad beats but just this game has a more central story push where all the different story elements kind of converge into a single moment at the end of the game which we talked about, I think that's huge and they've really never done anything like that again in the series and I just think it's.

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This is definitely one of the most unique Pokemon games for a variety of different reasons and I'm curious again when we come back with our final episode of the season here with the sequels if we will still feel like there is unique stuff implemented in those games, if they are just kind of a rehash under the guise of sequels, you know, like because this was from the era where they would release expanded versions of these games with Emerald and Platinum a year or so after the standard versions release so are we going to feel like that it is nothing more

than, you know, just expanded versions or are we going to feel like those are wholly different games?

Yeah, I'm looking forward to our discussion next time around to close out the season with those games.

Yeah, it's going to be fun, I'm looking forward to it.

I'll probably actually start the game here in the next day or so, so I'm eager to play that and we probably will be playing together.

I gotta offload all of the shiny Pokemon from the version of Black 2 that I bought at a local shop because it was somebody's old copy that had 350 hours logged on it and it has all kinds of legendary and shiny Pokemon that seem to have been obtained legitimately.

Like if I could tell it was just like a hacked or cheated version of the game where they got all this stuff I wouldn't really care but the fact that I'm pretty sure this has all legitimately been acquired makes me want to like salvage or save this for the sake of the person who once played this game.

Yeah.

So I'll have to do that.

Lots of trading is in store in my future here but after that's done then we'll jump into Black 2.

Godspeed, sir.

But with that I think that wraps it up for our discussion on Pokemon Black.

Thank you so much for listening.

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Like Logan said we're getting ready to wrap up season 6 here but we've got season 7 and 8 down in the sites with Metroid Prime and Castlevania so there's lots and lots going on forward here with Chapter Select so we hope that you'll join us along the way.

You can follow the show online at chaptersselect.

com and you can find Logan over at comicbook.

com and follow him on Twitter at mormon12.

You can find my writing over at maxfrequency.

net and I'm on Twitter as maxroberts143 but I just post links to what I've written so maxfrequency.

net is a place to go for that stuff but until next time thank you all so much for listening and adios.

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This episode was researched and produced and edited by me, Max Roberts.

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Season 6 is all about Pokemon.

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