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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 5 finale

We are talking about Resident Evil 4's remake. My name is Max Roberts and I'm joined as always by Logan Moore. Hi Logan

It feels a little weird that we're doing another episode after

Resident Evil 6 to some degree. I don't know if I'm alone in that sentiment, but

Hmm weird. No, I don't think it's weird

It does I don't know sexy thing. I'm more a final thing that we're doing. I know we're ending here on

What remake which is a high? No, we are I will say I think it's more weird that it's a game

We've played twice this season and technically I've played it three times within a one-year span

I've true. I've spent a lot of time with Leon in Spain. And so I think that's more the weird part and because

Resident Evil 2 remake obviously a remake but we didn't play Resident Evil 2 the same thing. Yeah three so

It's weird that we've played the same game twice when people have asked me about this season

They've always asked like oh well

Which versions of the games did you play and I've always been like all the remakes but for we're gonna do we're gonna do both

and it made sense with how this season was planned out, you know, when the season started airing,

4 Remake was not even out yet, and so... We specifically timed our 4 episode to launch

right before the remake, you know, to capitalize on the excitement for this particular game,

and so it made sense to come back, and it actually is almost a good end cap because

it encapsulates the sense, the angle of remakes, our discussion, the evolution of the series

as a whole.

I was going to say, this is a really fascinating game for a lot of those reasons, and we'll

obviously talk about that more over the course of this episode, but this is a really like

a double linchpin in the series now because 4 really felt like the game that shifted everything

around the middle of the series, and now we've come full circle where, you know, they've

been doing these remake style games the past couple years and this feels like the culmination

of the remakes they've been doing. I don't know. It's coming. It's it has come about

at an interesting time in both instances within the larger context of the Resident Evil series

and what Capcom is doing with it in that given moment. So yeah, this game is very fascinating.

I think on a lot of sides, not just in the game itself, but the information surrounding

it and how it even came to be. So it's gonna be a good, good episode.

I was gonna say, let's dig into it because I'm very excited to talk about this one with

you. For the final time, the rundown, final time for now, if there's Resident Evil 9 in

the future, we'll maybe come back with this season. But Resident Evil 4 remake was developed

and published by Capcom. It came to PS4, PS5, Xbox Series X and S, no Xbox One, which is

still very strange. And PC. It launched on March 24th, 2023. The game directors were

Yasuhiro Anpo, who was the director of the remakes of Resident Evil 2 and 3, and then

Kazunori Kadoi, I think it is. I'm sorry for butchering that. Who was also one of the directors

of Resident Evil 2 remake and then the designer of Six, which is something we mentioned in

the last episode, which is that a lot of people who made Six have stuck around and are still

making these games which is kind of funny in hindsight because people act like Capcom

just like clean house and instead they're just like oh how about we make good games

now. The producer on this one was Yoshiaki Hirabayashi who also was a producer on Resident

Evil 6 and then the music was done by Koda Suzuki who was the composer on Resident Evil

Village and then Resident Evil 3 remake. The Metacritic score on this game currently is

sitting at a 93 out of 100 which is one of the highest rated games of 2023 so

far I think it's probably only trailing Zelda if I had to guess at this point

overall critically I think so maybe Dead Space which is another horror remake

early in the show. I think Dead Space was lower I'm almost positive

okay maybe lower but I think it was in the ballpark oh yeah not much lower yeah

I'm not disparaging Dead Space, but I'm just saying I think Resident Evil 4 remake here was

was higher

Yeah, so by all accounts it did not reach the same heights on Metacritic as the original game on GameCube

Which was at a 96 but this is considered once again one of the high points of the Resident Evil series

Max you and I have not talked about this game whatsoever and you've been intentionally holding your cards

Hiding it from you. Yeah, you have been very intentionally

Hiding your feelings on this game, which I have found interesting

Didn't I spoil the show

Yeah, yeah, but usually, you know, we can kind of we kind of give each other like

Little tastes here and there of how we're feeling about these games before we come into record

I would like to share with you what I think broadly of this game first. Okay?

Well, that is okay. Can I I just want to say something for the listener at home

Okay, you know we were we finished Resident Evil 6 and then Logan was gonna start for now

I had played the remake before we did six. You're just as my schedule. You're starting exactly where I was gonna start here

Yeah, so and yeah, I told Logan I'm like take your time. We'll figure it out. We'll get it recorded and done. No rush and

But I knew in the back of my mind that this man would do what I called the classic Logan binge

This man did like God of War 2018 in like two days

Ragnarok not so much because it was for work and it's just a bigger game.

I still played through that one.

Yes you did. But Logan sometimes gets these little binges in him and as soon as he booted up four in his reaction to certain things I was like this man will beat the game within a week.

Yeah so I started it this past Friday so we're recording this on a Wednesday.

I think if you weren't out of town that weekend you would have beat it over the weekend.

Probably. So I started it on a Friday, just kind of wet my whistle with it, and then I had to go out of town.

I didn't get back in town until Sunday night. And I message Max over the weekend and I'm like,

"The whole weekend I've been gone, I'm just thinking about Resident Evil 4 a lot. I'm just thinking about this game."

And I was like, "I'm really excited to get home and play more of it."

I got home and played it like a little bit Sunday night, like I think I got up to like Chapter 4, Chapter 5.

And then the past two days I've just blazed through the entire thing.

And so if it's not apparent, I like this game a lot.

And I've been mulling it over, I've been thinking more about it today, more about it since I beat it last night.

I think this is the best Resident Evil game ever.

For sure.

I think this is the best one they have ever made.

I think this is my favorite.

And I think what's surprising about this to me, and we talked about this I think a little bit during our Resident Evil 4 episode,

But 4 was never my favorite. Like that was, I mean, I feel like it's not shocking for me to say.

Like, "Oh, Resident Evil 4 Remake is now my favorite." But I was never like a huge fan of 4.

Like, I liked it. It's fun. It's solid. Good game. But I did not have the same level of adoration for it

that I think other people have within the Resident Evil fandom.

Like, I did not by default consider it the best one by a mile like I think so many other people have.

So for me to have played this game, this remake now, and to just immediately think like, "Oh yeah,

this is the best one. This is by far the best one." And I'll obviously talk about more of why I think

I feel this way outside of just its technical revamp here on new hardware, but

Yeah, I really do think this is the best one they have ever made. I loved

like every second of this game. It was so fun. I get I actively could not pull myself away from it.

It was so so fun. All right.

I this was my least favorite remake of the bunch.

You're insane. I have a lot of issues with this game.

I don't know what that could be. Oh, I've got them. I've got a how do the kids say it? Like

I've got receipts. I don't know. I for you to say if in case somebody is not listening this whole

season, Max's favorite game is Resident. Resident Evil 3 remake. It is so far. What a tight,

A tight game. Oh my gosh.

This game is tight too. I don't think this game's bloated at all.

Is it? I don't know about that.

No.

Um...

I mean it's longer, but it's pacing is great.

Yeah, but it's... is it? I don't know.

Yes.

Uh...

Yeah, I think this game is...

Overall, my experience with it was marred by issues in design, in game feel, in technicality,

and I think it really, this is a very important game to Capcom, right? The original game.

And the expectations surrounding this remake were so high, understandably given the legacy of the original.

And the pedigree of the remakes up to this point, you know, that like you said, they've kind of been building their way, earning up to four.

They didn't just skip to four right away.

They've worked their way up to it.

And I think those,

I don't think the game could shoulder

those expectations necessarily.

And I walked away fairly frustrated with the game

and disappointed at parts.

- All right, well I need you to expand.

I feel like we're gonna have to go into a situation

where you have to open up more about what you dislike

rather than what I like.

'cause it's easier to, or it's harder to praise things

than just be like, they're good, I like it,

than it is to explain your problems.

So let's dig into your issues here.

- Do you wanna start with gameplay

or more technical, graphical type stuff?

Where would you like to go?

- We can start with gameplay because I know you actually,

this is one of the few things you mentioned to me,

is that something about you didn't like how Leon was moving

and it didn't feel right to you or something like that,

which felt like all the other remakes to me.

So I didn't understand that. - Leon felt heavy to me.

Like he had on Link's iron boots,

like he was just like stomping and moving slowly around.

Like he just was not fluid.

I played on performance mode without ray tracing,

like, you know, just straight 60, you know?

So it wasn't a frame pacing issue.

He just felt like, I don't know,

if something about the way the camera

and the way his body was placed

and the way he moved in the environment while shooting,

I did have some issues with the controls,

where I couldn't. (laughs)

Now this is a problem.

This is a max problem.

'Cause what else were we playing around the same time

that I was playing for?

- We were playing six and we, yes.

- Not when I played four.

We were playing five.

- Oh, we were playing five.

- When I was playing four.

And how do you run in five, Logan?

- It's the X button, yeah.

So that's just a--

- I'm telling you, I wanted to run X so bad in this game.

- The opening hours of this game,

I was smashing square to pick everything up

because that's what it is in six.

And I was like, oh, I gotta break this in my brain.

So I can understand the problem.

That's a weird problem with us playing all these

in back to back sequential.

- Yes, that's an us problem.

And there is an option to make X run,

but it switches reload or something to R1.

Like it switched a button I didn't want to.

All I wanted to do was just make a run X

and I could move, you know, reload a run to L3 or whatever,

like swap that with something else.

But it wouldn't let me just customize control.

so I was frustrated about that.

But that's not a Leon moving problem.

He just,

he just felt stiff.

This is what I wrote.

And again, this was before we played Resident Evil 6.

I want that specifically to be clear

because I think you'll laugh at what I'm about to say here.

I feel like there was a lack of fluidity in movement.

I wrote, "This coat of paint is so shiny and modern, but the mechanics and combat feel stiff. Leon's feet are bolted to the ground. Why am I not sliding and fluidly moving in and out of cover? Why is this not The Last of Us Part II? Why is this not Metal Gear Solid 5?"

Are you trying to... I'm more trying to figure out why you're trying to move in... cover? In and out of cover? I don't know. Go ahead. I'm sorry. Continue.

You're fine. It's just such an action-focused game, but the action mechanics are rooted in 2004 and 2011 and it doesn't match the visual style of the game at all. It just feels completely out of place. It's like a time, I don't know, it's like a time capsule of combat mechanics that I don't think have aged very well in this PS5 context.

Leon just feels so stiff. I'm like, I want to be sliding and running and shooting and

moving in this environment, but he's just like standing still and I mean you can move

while you're aiming but he's just like standing and I don't know he just he feels like a stiff

toy.

I mean I just don't have a lot to even say back to that because it's just that's how

the game was they're not gonna you know I mean yes remake it and change certain things

but I never had a problem with how he felt movement wise but I also didn't want you know

Resident Evil 6 mechanics there where you can slip and slide around all over the place.

So that was just, it felt like a modern version of 4 and I didn't think it felt dated by any

means.

I just, it didn't feel like a modern action horror game.

It just felt, it felt like it came from 2004.

What modern action horror games have you played though?

Because I don't think it feels much different than, I mean, again, 2 weeks.

- Three remake, three remake, the Evil Within,

the Evil Within 2, like these are like

the modern action horror games, like I'm thinking of,

like you mentioned Last of Us,

there aren't action horror games that are like

the Last of Us or Metal Gear Solid 5 or Gears of War.

- Ironically, Resident Evil 6 is.

I just think mechanically,

I think this game would have been more fun

if there was more dynamic movement.

and it feels like it should have that dynamic movement

because it has a modern weapon selection wheel

and they give you all these tools to shoot.

And the enemies, I think, actually are more reactive

of a modern action game.

They swarm you more aggressively,

it demands you to move in the environment

way more than the original game, I think.

There's this parry mechanic that would feel so dynamic

if your other movement matched it,

but it's just, it feels so rigid.

And it wore on me over time.

- So how, I guess my next question then would be,

how did you never have these same complaints

with two and three remake?

Because you love three remake and it's largely the same.

- No, there's, in three, it's so,

- It's so snappy, there's this dodge mechanic,

you're running, you never stop moving in three.

You're always either running from Nemesis

or running through the Hawes.

- I think this is the product of you speed running three.

Which is kind of why you have this mentality

of never stop moving. - No, 'cause I think,

I think it more is like this. - 'Cause this game,

this game, when you get to the village

for the first time if you fail,

did you fail in the opening village section?

- No, I almost did, but the bell rang.

- If you do, the game basically says,

or it might even say this in other sections of the game,

but it's like, hey, keep moving,

never stop moving in this game.

Like that's like actively one of the first hints

it gives you if you happen to die

in one of those opening sections.

And so I felt like I was constantly moving

around the environments too.

Like, I feel like I would run away to like get space,

but you know, like I had my gun set up in such a way

that I had a gun, you know,

for if I'm trying to shoot people from afar,

okay, if I'm running through a group of people now,

I'm gonna get out the shotgun

and I'm gonna blast, blast, blast.

And so I had different tactics and stuff,

but I don't feel like I ever really

stopped moving in this game.

And I get what you're saying about three,

but I guess just when I think of my own play style

here with four, I don't feel like it was a game where,

again, compared to the original four,

where your feet were actually bolted to the floor

if you aimed down the sights.

- I think my problem stems more from playing for VR.

- Okay.

- For VR, you never stop moving and shooting,

'cause you're doing those two things independently.

You are moving in the environment,

your hands are free to dual wield, shoot, aim, fire,

and run through the space and turn your head.

So coming back out of VR,

And while this is a brand new shiny coat of paint,

I'm either running or I'm stopping to shoot

and like strafe while shooting.

I'm never running and gunning.

And so I think that's actually probably

the source of my disconnect here

because 4VR is more fun to play, visuals or not.

It is just a more engaging action, spooky action.

- Well yeah, you could say that about almost any VR game,

honestly, more engaging.

- I think in the back of my mind, that's what it is.

Is I'm, like there's an encounter that,

there's an optional encounter in this game

where you can go, I think it's after you play

the Ashley bit, and you could go underground as Leon

and fight this like really big spooky piece of armor.

Like a really big tough one.

And that fight in particular was tough for me

'cause it's a tighter area and you run away, shoot,

and then the thing gets within reach

and then you gotta run away again.

So it just feels like you're either running

or you're shooting.

You're not running and shooting.

And I didn't feel, that would be like a specific encounter.

That was just like ugh.

- I just feel like these games have never been that.

So I guess-- - But they have been.

- With-- - Village, 7, 4VR.

I'm not just talking about-- - Village is different.

- I'm not talking just about VR here.

I think 3 is that to a degree because it is,

it's far more frantic in that sense.

So I do think that these games do exist.

And obviously 5 and 6, but they are definitely

the action-heavy side of things and I'm not--

- Well I don't even think 5 would be a run shoot game

like you're kind of describing. - We ran a lot in the arena.

Well yeah, no, we would run away.

I was just saying not not not in the way that you're describing that you like you what you're saying you would want

I guess is what I'm is what I'm saying

Yeah, I mean, I I don't know. I mean we could obviously go back and forth here a lot, but I just don't

Have any of those problems. I mean that's just one thing to be sure. I mean to be succinct with it

like I really do feel like this is a perfect marriage of

the previous two remakes we've had specifically to remake and then just what I would expect from 4

Yeah, like having us having replayed for

Last year, I think made me really appreciate this game that much more and I'm wondering I want to ask you this as well has

Playing for twice before this almost made you a little

Tired of it by the time you did get to this one because obviously I didn't play VR and you have and so I am wondering

I was wondering if this was my third go around,

if I would be a little bit more like,

oh my gosh, this again, here we go.

Or if I would still have the same feelings.

- I was curious about that too,

and I was aware that that could be a problem.

'Cause I started VR in July,

and then we played the base game

in September, October kind of window.

So I knew it would be close,

and then what, three, four months later,

it's the remake.

- Yes. - But part of what kept me

engaged with this was the shiny new coat of paint

and my curiosity about what they would change structurally.

So that kept me on my toes and since the game was so fresh,

I'm talking like, and I had never played it before,

so really my Resident Evil 4 experience

has been condensed to a nine months, period.

And so the game was super fresh and it's like,

okay, this is what they're doing here, this is,

You know, one of my notes was,

so far it's just the same, no major changes.

And literally, a minute after I did that,

there was a huge stylistic change, not so much gameplay.

Actually, it did impact gameplay a little bit later.

It was in the tower, explodes in the village.

- Oh, yeah, yeah.

- Like out of nowhere, it's just.

- Did you try to climb the tower too?

- No, I never did that in the other ones,

but I did see like Dunkey's video

and other people who were like,

God, I'll be safe up here and then it collapses,

which is a good subversion.

- One thing I wanted to ask you about,

and this is, obviously there are a lot of changes here

we can get into and there's story and character stuff

I wanna talk about as well,

but I mentioned previously pacing,

and I think one of the best things that this game did

is just trim the fat in certain areas

where it didn't need to be there.

They streamlined a lot of these sections

of the game, which I appreciated.

Like I think about like in the castle, when you get the various heads for the animal statue

and you have to put them on the statue, those aren't spread out all over the castle and

then you don't have to take them back to some central part of the castle and input them

and you know, it's it's all fairly close together.

They make things more close together.

So you're not doing as much groundwork and just running around aimlessly in the game.

I think of fighting the village head, the village chief.

That fight, you are just running from him

and then the fight happens right after that.

In the original game, I know there's like

a whole little section where you find a door

and it's like, you need his eyeball

and then you go down like a ski lift type thing

and then you go find him.

Like that was just all completely cut out.

Like there's a lot of like little sections like this

where they cut just like these useless

five to 10 minute sequences from the base game

and they just funnel you directly into the like,

nope, this is gonna result in you having a boss fight,

let's just do the boss fight.

And they add sections as well,

but I didn't feel like any of the additions

bloated the game length or anything like that.

This game has always been praised for its pacing,

even back to the old one.

I know that's something a lot of fans have talked about

with the original game as well,

and that's why this game has stayed

in the public consciousness for so long,

and it's why people continue to speedrun this game

There's a lot of people out there that are like,

"I play this game annually."

Like Resident Evil 5 has remained super relevant

over the years for, I think in large part

because it is just a well-paced game where every chapter

it feels like there's something pretty notable happening.

But even in the lulls that I felt like I had

with the original game last year when we played it,

with this remake, I did not have any of those same qualms.

So I'm curious, like you mentioned your pacing problems.

Do you, I guess first of all,

first of all, do you agree with some of the things

I'm saying, where they did trim certain elements out?

- I agree with that completely.

Really, I don't have that many pacing issues.

I think the stuff they cut, overall good.

Glad they cut and streamlined some stuff.

I did notice they cut the underground maze monster bit,

and that was the scariest part of the original game.

I was a little bummed about that.

But they do up the horror I feel like in different ways in other parts of the game.

I feel like the regenerator stuff was a little creepier this time around.

We will talk about the regenerators.

We will talk about them.

So I was bummed about that one in particular just because I liked this idea of a tight

timed area with a big monster chasing you.

They cut the tower assault area, you remember that in the base game?

tower, big tower assault thing. So that was, it's just like a note I took. I was

trying to pay attention to what they cut. They cut like the two Giants coming down.

Remember in the first game you had to take out two Giants in like this big

canyon? Yes. And they were walking towards, they cut that, which I appreciate I think.

So that's right after the house battle sequence with Luis there, yeah. Yeah.

So I agree with that, that they streamlined the flow, I would think, of the game. I really,

I think my pacing issues comes with some of the additional stuff that I just felt like was

unnecessary. Like, I felt like they brought different fat into the game. Not that it was

of thick fat to keep up the analogy but it was like why why would you do this I think

particularly the Luis stuff I I'm not a fan of that at all oh I like that quite a bit

mmm I'm a fan of I will say this I am a fan of essentially every single story change that

was made in this game and I can give you a reason for why I feel that way on just about

- All of them.

- Maybe narratively, sure.

I don't think gameplay wise.

I think the Luis gameplay additions actually are frustrating.

Maybe we'll save that specifically.

- Well, what gameplay additions are you referring to, I guess?

- Just Luis existing, being a companion.

- Oh, you just don't like him, period?

- No, being a companion in the way they implement him.

Did you just wanna talk about that particularly?

- Yeah, go, yeah.

- I wrote down Luis is worse than Ashley.

doesn't shut up and his ability to fight conflicts with your ability to fight. He disrupted the flow

of my combat like his shots would mess with my timing like I'd go to shoot but he had just shot

someone so then they're out of the way so like he throws off my aim. His presence in the dual fight

with the Giants, he was just like in the way constantly. I'm trying to lure them to certain

places and he's distracting them a different way. He just totally removed agency from me and I was

not a fan of it. And then the whole minecart thing, the minecarts themselves was not fun,

but he particularly, I swear at least 30 times said, "Lean the cart, it's gonna fall over!" as

I am already leaning the cart. The game should know I'm doing the command. I don't need help,

it can tell I'm pushing the stick. Do not have this character shout out the same instructions

the whole time while I'm doing other terrible things in this section it was

so annoying and grating Luis being extended his presence was so annoying I

was happy when he died this time I was just so frustrated with him I think he

justifies his existence within this game and what we could talk nerd I'll talk

save that for narrative.

- Yeah, I was gonna say, we'll talk about that

with narrative stuff.

But in response to your stuff with gameplay,

I mean, he didn't grade on me in the mic/cart section,

so I guess I just, that's as simple as that.

The timing stuff that you're mentioning,

I was never fighting the same zombies as him, really,

to be honest.

He was dealing with, one, I'm not focused on that one.

He's got it, clearly.

So I was more focused on other stuff around me and I was not tied to the hip with him in a lot of the companion

sections

So that sounds like a situation where I just our play styles are very different

So I don't I don't have a lot to say in response to that and then the the giant fight

I found him quite helpful there because he's distracting one of them while you deal with the other

Now if you want them to both come after you and they change how that fight operates to like an original game

You could just pull the lever and you know that it just opens right up

Like in this you have to get one of them down and then you have to like hold the thing and then it goes down

So like there's a little bit more

You need that assistance

You need that help with with him kind of distracting one while you focus on the fight would have been way easier if he wasn't there

I don't see how he was a problem though because he's distracting the one with the armor

He's distracting the one with the armor which leaves the normal one for you

You get the normal one downed in the middle and then you just pull it so like and then he goes away and then he comes

Back with the dynamite and then you blow up the armored one

So like I just don't see you're not focused on the armored one in that moment

Anyway, because if you try to shoot it that he's like you're wasting bullets focus on the other one

I was not getting the unarmored one or the normal one

To follow me or engage with me in a meaningful way. He would just shoot it. Yes

I was shooting it. Shooting it, we'd approach and try to, you know, try to stomp on you and things

like that and you'd go to pull the lever and then you're getting it down but then you're across the

map because you're trying to position these things so that they walk over the circle and then Luis

gets in the way and pulls them away or they won't walk on the circle because Luis is there shooting

them. It was just like, stop intervening on my behalf. I am the player here. I got this. Like,

it just felt like a very dumb Ashley is better because she doesn't engage with the enemies.

And this just does like robbing me of my plan and agency. Ashley is not better because she can get

carried away and you can lose the game. Like at least at least Louise is self-sufficient. I just

didn't have these same problems as you. I just like same sort of same sort of things here.

Narratively speaking, I don't know if you want to use this as a as a way to leverage

talking about story stuff or if you want to keep putting that off because I'm sure there'll be a-

Let's keep it the gameplay. I think there's some positive stuff and just different observations.

I was gonna say you've been mentioning a lot of negative things, but I have to imagine you do

think like quality wise this is probably one of the- well you said you think it's one of the

worst remakes so maybe this is in the lower half of your ranking. I just-

It's my favorite remake of the bunch. I don't mean-

I'm hard pressed-

This is different than like worst.

I guess I'm hard-pressed to say that even with all your smaller complaints that you

couldn't still see this as like one of the best in the series overall.

I mean, from a critical perspective, sure. It's personally not. And I do think that the issues

that I've talked about and will talk about really stand out a lot here. And I think

it's interesting that I haven't heard a ton of people talking about these same issues.

I've heard some of it, but I just I'm I think nostalgia is kind of blinding a lot of the

criticism for this and me not having any of that. Well, I that's why I mentioned what

I mentioned up front is like, and you know this about me. I have never even when we started

this season, like, for was not the one I was like super jazzed about playing necessarily

Like it was not the one that I you know

It is for resin. Oh four has never been the game in the series for me

Like I if I if before we did this season you would ask me my favorite. I would have I did but if I asked me

Yeah, but before if you would have asked me before we started this season one of your favorite resident games

I probably would have told you to remake

seven and

village probably

Like those would have been my favorites. Like I wouldn't have even had og resin you afford my

Like no, I'm not saying that five like prior contacts. Yes. Yes. Yes, but I

Mean if I put it in my top five, I think it would have even been below the original

The original game the original resin evil. So it's it's never been

this like and

Foul piece of media like I I know when this remake was announced some people are like, well that doesn't need to know

They don't need to do that.

The original game's still fine.

They've ported it 10 times over

to every platform of Imagual,

and then the original game still is on everything.

So a lot of people felt like this didn't need to exist.

So for me to come out of the other side of this one

and say that I do think this is the best game in the series

is not tied to nostalgia.

- Oh, well, I'm not saying you particularly,

but there are a lot of people, I think,

that nostalgia is over. So, you know,

smoothing out some of the rougher edges in this game and I just don't have any

of that and it, I played this game slower.

I kind of soaked in it more because just my time is availability is just

different than yours. And you know,

things kind of grew and just wore on me over the experience.

I will to be a bit more on the positive side.

I I'll say this upfront.

I just found it funny and ironic that this game now has,

this game has a Last of Us style weapon selection system

when The Last of Us is so heavily inspired

by the original Resident Evil 4.

I just find that a very funny, ironic full circle thing.

I love that type of system in general in any game.

Just the quick select with the D-pad is great.

I think the enemy design in this game, very strong.

I like the aggression that the enemies have,

especially in that opening village section,

they really are heavy and just hit hard.

- Yes. - You know, the chainsaw.

- I died right away up front there.

- Oh, you did. - Yes.

- I was close, I was very close. - And I was like, oh.

Yeah, 'cause I was kinda trying to play it

like the original one where you can just kinda

post up in certain corners and aim down

certain long hallways or whatever,

And like, no, they cornered me and I died real quick

and I was like, oh.

And then that's when I was telling you I got that message

that was like, no, don't stop, keep moving.

- Yeah, so I like the design in this game of those enemies,

the wolves and their evolution and other things.

I think the grasshopper things still suck

and are so easy to kill, they're not even really a threat.

So, you know, there's really--

- At least they didn't add the invisible ones this time

or they changed it, they like--

- They like them, but only in one section and in the water.

- Did they have them?

- Yeah, there's a small part after you get knocked down

in the castle to the underground part,

and you're wading through the water, they're in there.

- Yes, but they're like under the water.

- You can see them in the water.

So it wasn't just a straight up invisible one,

it was like invisible.

So they're in there.

So I do, I really do like the, the enemy design in this game.

They, they have this intense feeling to them and I, I liked the side quest at first side

quest, the additional objectives for the merchant of like more than just shoot these medallions,

you know, go here, shoot the rats or the rats, shoot the rats again.

Yes.

Or defeat the boss.

got to my point exactly is they get very repetitive and I think they're too infrequent. I feel

like they're kind of at the front of the game and the end of the game and there's not a

lot in the middle. And so yeah, sort of either more variety or just more consistency of well

they had to. I noticed they had to put them in sections of the game where you have a little

bit more freedom to back agency. Yeah. Yeah. Like they had to specifically slot them in

the chapters where you could go back and like,

like in the castle for instance,

I know they give you like two or three of them

during a section where the whole castle

is kind of opened up to you and you can go back through

and do some stuff and that's when you fight

one of the bosses and that's when there's like the,

there's one that's like a bird stole a jewel,

go find the bird, like weird things like that,

but it wants you to go back in the area

that you just explored.

So in that sense I kind of get it.

- You get it?

- You know, it's like, look at what we've done.

You know, part of the remake we've added side quest

and then it's like, well, did you--

- Well, they don't wanna put--

- It's like Ghost of Tsushima, pet a fox, pet a fox,

pet a fox, pet a fox.

- Except not that annoying and at least--

- True, at least it's slightly more engaging

'cause you actually shoot something, but.

- Yes, and yeah, like with the bosses specifically,

like they don't wanna give you a side quest

that's kill this boss and then it shows up

on the main path in front of you.

Like they want to put that stuff behind you

because it is optional content at the end of the day.

- Oh, I guess I see what you're saying.

I was gonna say, I mean, they do have side bosses.

- Yeah, if they put a hard boss in the main path

of the game and they're like,

"You can optionally fight this,

but also you have to go through this door

to advance to the next section of the game."

Like they do have to tuck this stuff back.

So it is kind of- - A little bit, yeah.

- I mean, again, this is an additive-

- It's like a catch-22.

- It's an additive thing to the game.

You don't have to do any of this. I like the option that it was there

Like at the end of the day if you don't like for instance this fear if you didn't enjoy this

You don't have to shoot the medallions

You don't have to go

Fight the deranged

I had to because I was at 29 little purple gems and I wanted a 30th so I could get the the weapon upgrade so I

Could get a trophy

But for a long stretch of the game, there's just no more side quests

I was like come on game give if you kill the Knights they drop the

Spinals, I think every time that's their draw has passed. It was after that part like the night showing up

I was like I need just one more one more, please

Merchant merchant you get random drops of them. Sometimes I will say

Merchant in this game. How'd you feel about him?

At first I did not like the change in voice and then as the game went on I was like, this is a very good

Updated voice actually the merchant is better in this game

This is the merchant is better giving him more dialogue more things to say

just gave him he's written just the way you would think he would have been written

in 2004 his dialogue is superb the way he talks to you and interacts with you

is just I like heat that high comments on every gun after you buy and kind of

gives you a little breakdown of what you just bought to some degree the shooting

galleries associated with him I still thought were pretty fun I s ranked all

of them baby that's right let's go yeah yeah he's funny fun the way he talks

it's it's just so engaging and it really leans into that the one-liner nature of

the game because he has so many of them then that is I mean we'll talk more

about the characters and stuff but I mean you mentioned it so he may as well

Well, this game has so many amazing, like the original game was known for that sort

of one-liner aspect too, and they added more in this game, and they're better.

Like there are so many amazing, I just, I love that as this game, as the game goes on,

Leon seems like increasingly annoyed by everything that's going on.

He like, he starts out being like fearful of like, "Oh my gosh, what is this village?

Oh no, these cops are dead."

to where I told you specifically, when you first walk into the castle and then Ramon shows up,

he's like, "Ah, Mr. Kennedy!" Leon's just like, "Who the hell are you?" Like, that's his response

to seeing this new character that has shown up. He's just like, fed up with everything that's

been going on this whole game and the one-liners really reflect that. I think of the one at the

end of the game, "I'll show you a holy body!" And it's like, okay, this is so stupid.

The props to the writers it is and the actors for delivering this dialogue it

is so so good there were too many to write down all of them but the the

merchant has them, Leon has them. Leon's Leon's are great.

So it's that's a part of the legacy of the original that I think that they were

able to step up to the challenge and meet and you know surpass you know those

expectations coming into this.

It was really awesome.

It was so good.

- Yeah, I think, I mean, speaking,

maybe potentially to close out our talk about gameplay here,

I don't know if there's anything else specifically

you wanted to talk about, but I found all the,

I mean, all the same guns return.

I still found just the simple gameplay loop.

Like you mentioned, some of the game design

feels a little outdated and stuck in that era.

I still think at its core of this game,

Like if this game came out tomorrow,

I don't think the core loop of, you know,

getting games, or getting games,

getting guns and upgrading them and fine tuning them

and buying new ones and toying around with them

in your inventory, like I don't think that's aged at all.

Just the general, you know,

how your weapons function and things like that.

In fact, a lot of games have ripped off

what's been seen here in Resident Evil 4

for the past 15 to 20 years

I really don't think it's aged terribly, to be honest.

- No, that core loop of,

especially the item inventory management and stuff

is still solid.

I do think it's a bit unnecessary in this game,

simply because they give you just an auto sort button,

you just tap triangle and it, whoop, automatically will sort.

- Except sometimes it doesn't do it great.

There were instances where it would auto sort.

- Yes, it doesn't do a perfect optimization.

- It doesn't, yeah.

- It'll get you way closer

and then you can do the final tweak if needed.

So it did remove kind of like that puzzle-ish element

or more the pride of like this tetromino,

like how do I fit all of these pieces in here?

And you just tap, boop, and it's done.

- But that was like, I mean that was in some ways

that's just like an expected quality of life feature

that they're going to add. - Sure, yes.

- And you don't have to take advantage of it

if you don't want to, but it is just kind of one of those.

- Right, and I didn't engage with it for most of the game,

but at the point at the end, it was just like,

let's just get this, you know, let's just keep moving.

- I would do it if I knew I had like space or whatnot.

- Sure, like auto.

- Like if it's just like, okay,

I just kind of want to sort everything here quickly.

- Boop, boop, boop, boop.

- Let me throw it all together to just kind of restructure.

- Yeah, it's a solid gameplay loop this time around.

- You mentioned the, I mean, you mentioned the enemy design

and I think that it's all fantastic as well.

they've added new evolutions to the Las Plagas to some degree.

And just new abilities to some of the ones that existed previously.

I know the ones with teeth can hang on ceilings and stuff like that now, which was not in the original game.

So they've just added new little wrinkles here and there to many of the enemies that were in the previous game.

The bosses all obviously largely look the same as well.

Like Ramon's much different this time around.

And then they add, you know...

Way different.

I was actually...

That fight is...

The fight's much different for sure.

Way different.

Did you...

Actually, I know, so is Mendez.

Mendez's fight is also way different.

Which one's Mendez?

The first major boss, big boy.

Big tall boy.

Oh, okay, yeah, yeah, yeah.

It's...

Well, it's...

That one's slightly different.

I mean, he's like going in the background and foreground.

It's a shooting gallery, is what it is.

of it. You don't, the original you could run around the whole barn there was verticality

by going up and down. The whole barn, the barn does catch on fire, it just catches on fire like a slower clip. You could, I mean no, I remember being able to run around the whole base of the barn and then go up either sets of ladders on either side and I mean maybe at like a halfway point in the fight maybe that cuts it off but this game from the very beginning of the fight, you're sectioned to the one side of the barn and while you can drop down to like this low area and have to to avoid some attacks, you're mostly on the upper level. So it's really just one back and forth dodge incoming attacks and then shoot him at a distance when you can. And so I thought that was an interesting choice to both streamline but like restrict to that fight in a way it made him feel Mendez it made Mendez feel less scary because in the first game he can kind of approach you in a three-dimensional space and this one he's just more in front of you it almost made it 2d in a way like a flat kind of fight it was an interesting change Salazar they I'm all weird yeah it was a weird I don't know if I was like a fan of it necessarily I struggled with that fight I I wasn't well equipped I don't think and I tried to do the grenade thing couldn't get it in his mouth I couldn't find his mouth I didn't know where it was oh he just opens his mouth and you just kind of have to lob it in there he doesn't like there's no like eating animation or anything it's just you got a kind of yeah but I like visually couldn't find his mouth and like the blob that he was I really struggled do you know where Salazar's bodies at that's the mouth I just kind of ate at him that's where it is well it didn't I did not get that trophy I was it just felt like a really weird I don't know it felt weird maybe that's just it's so different than the original but I wasn't it's not that it was a bad fight, it was just weird.

I just felt out of place with it.

So, I'm not, that's again, that's a me problem,

not a game problem, but it was odd.

And then Sadler's pretty much the same.

- Sadler I used an RPG on. (laughs)

- I used, I did too.

- And not the RPG that it gives you.

- Yeah, no, I used RPG on. - I had enough money

right before and it was like 1230

I was planning on saying. - You have to do it.

You have to do it once. - And I was like, you know,

I just gotta do it.

Yeah, you do.

The options on the table,

the merchant selling me this RPG.

I do like when you buy the RPG, the merchant's line,

it's something like, you know,

some people like to make situations a bit more interesting

or something like that.

Like he's basically telling you like, if you use this,

you're kinda gonna lose like the element of like enjoyment

from facing a boss or something like that.

But it is fun to just kind of whip it out once

and whip it out once, oh my gosh.

It is fun to use the RPG in one instance there

against one of the bosses.

And typically I use it on a Ramon,

but I decided to use it on Sadley this time around.

I think all the bosses in this game are still great.

The one that I didn't think was as good this time around

would be Delago, I think it is the--

- Alligator, big water thing.

Yeah, I thought that one was a little...

I thought that one was better within the original, even though it didn't make sense when Leon's

swimming a thousand miles an hour as you tap X to get back in the boat and whatnot.

I didn't find it all that thrilling this time around, but that's a completely different

type of, you know, boss fight in this game because it's not reliant on the game's core

mechanics necessarily.

It's kind of the outlier.

Are you watching this video I just sent you?

- Yeah, I watched it.

- So to be clear, we can talk about this on there.

So I sent Max, I mean, just,

this is a video clip from Sunhi Legend,

which people might know from Twitter.

- The guy is a legend.

He is a great cinematic player of games, very stylish.

- Yes, he puts together some very, very incredible clips

of various video games.

And just Max, I remember this clip

'cause I saw it a couple weeks back.

And I just thought of it here as,

I will, I looked it up and I guess he does.

But I found this clip,

I just wanted to kind of show it to Max here

as like a final note on you being like,

"Oh, I feel like Leon's fear bolted to the ground

"and you can't do enough

"and there's not enough maneuverability."

Like, you know, they add a--

- He is, he's so slow.

- They add a deflection element with the knife now,

a parry system, they add a evading system.

How did you feel about the evading system?

'Cause that's completely new, you know?

And I feel like that's in line.

- What, in circle?

- Yeah. - Is that right?

I don't know, it's in 30.

- Okay, Kingdom Hearts 2 superfan.

Press triangle to use any action.

- First of all, I'm not a Kingdom Hearts 2 superfan.

That is not me.

So this clip, I mean, to, I mean, to suddenly--

- You don't need to break down the whole clip.

- I'm not gonna break down the whole thing.

- I was just using that.

- But he is moving in a, you know,

he's moving very progressively.

He knows exactly what he's gonna do.

Yeah, everything's equipped and all that stuff, but it still is a good example of it's kind of a good

Dilution of like what this game's mechanics allow for I guess as someone who?

Knows the exact encounter and the enemies and what they're gonna have. Yes, you can choreograph something really great like that

I'm not talking about just really from a choreograph but Leon himself in that clip is

moving so stiffly and slowly.

Like the part where he aims and then he's gonna walk over

and does the roundhouse kick.

It's almost like he's on an eight, an octagonal grid

of like, I will now move diagonal to get behind to kick.

It's just so rigid in that way.

It should be more fluid in I'm shooting

but I'm moving over here and then now I'm roundhouse kicking

and then when I come out I shoot like this and that's what--

- It sounds like you want this to be Splinter Cell

- Conviction.

You want like a-- - Parts, they try

to make it like that.

- You want this to have like a breach and clear system

where you can just po-po-po-po-po.

- Well no, that's just push a button

and it does it for you very stylistically.

No, it's just, this game looks visually

and you know, the game setting of this,

these hordes of enemies and these big spaces

to run around in, it's begging for,

movement, fluid movement, but we're getting movement from the GameCube in 2004, but on

the PlayStation 5, and I just think that really clashes a lot. And this game does add stealth,

and it feels very slapped on. It's there, like there's no like forced stealth. Wasn't

there one forced stealth area or there's one highly encouraged stealth area? I think with

with one of the red hoods.

- Maybe the one instance where it kind of suggests

that you should use stealth is against the things

with the Wolverine claw things.

I think they're garadores or something,

getter doors or something, I don't know.

- The blind ones.

- The blind ones, I'm probably butchering that.

I'm clearly butchering that name.

- Ashley, you have to be stealthy too.

- Yes, yeah, yeah.

Like you can use stealth there to sneak up

behind the ones with no eyes and stab them in the back.

And I know that's kind of encouraged in that section and the knife but that's about a knife, you know

If you sneak up on someone you can instant kill them

yeah, but I guess I guess what I'm saying what I'm saying about the stealth mechanics is like

They added stealth mechanics. Yes, but it by no means it

They're not expecting you to go through entire

like

Locations within this game and like that's why I'm telling it to people in a row

That's why I'm saying it feels slapped on and out of place

It just feels like it's there to be there but not fleshed out in a meaningful way or I would argue that it just feels

Like an extension of everything new that they did with the knife in general, you know stabbing things on the ground

Stabbing stabbing people that have picked up Ashley. I don't know if you did that at any point

Just the ability to use your knife to stab in certain instances

Yeah, because it is one of the biggest mechanical changes to the game

we mentioned how it can parry moves now, which kind of takes away some of the

fear aspect I think. Were you intentionally parrying? Like did you do it a lot? Uh yeah I

would use it pretty frequently. I think I did it once. Oh. And actually in the village area- The

more we talk the more I just think it sounds like you're not fli- you're misplaying the game. I used

it constantly. So here's the thing- Like to deflect things like if they shoot a bolt at you or throw

an axe at you. Get to the tutorial right? They set you up in the village like this chainsaw guy is

is gonna come at you and they're gonna teach you the parry,

right, so it's all real time.

As the parry instruction thing is popping up,

a village lady attacks me and breaks me out

of this whole encounter and I don't even get it.

So, well, that doesn't remove the mechanic

and I don't know how to use it,

but then I never was in a situation

where I needed to parry again.

The Chainsaw Guys never got,

I never let them get close enough to me

where I needed to parry.

- You just didn't, not chainsaw parrying,

you just didn't do it like in this clip I showed you

where you just, they swing a scythe

and you just block it back, ricochet back.

- I never got close enough to these things

to let them even hit me with that.

Like that wasn't-- - No.

I was doing it all the time.

- Yeah, so I really rarely engaged with the parry mechanic.

I was using the knife to stab things on the ground

and to stealth kill.

- What were your primary weapons

you were using in the game, I'm curious.

Pistol, shotgun, and the sniper.

The MSG I thought was pretty weak this time around.

Not a lot of ammo for it.

I eventually got the Magnum and would use that.

- Okay, I mean. - When applicable,

but everyone does.

So I am trading my nice-- - I'm just curious,

you're saying you're not getting close enough or anything,

but I would have, I mean, there are plenty of encounters

I had in this game where like,

yeah, I don't want them close to me,

but they're swarms of them and they're kind of,

you get in different situations where you just kind of--

- Just ran away.

Just ran away and then would shoot them and then run away.

And so I rarely use the parry mechanic, which bummed me out.

'Cause that opening trailer,

and they set you up for this cool chainsaw moment

and they never got it, 'cause the game,

the AI just reacted in a way that wasn't planned for,

which is the cost of real-time cutscenes.

- I think I definitely did it with the Chainsaw Sisters too.

So yeah, they were not, they were scary.

Those two were a great moment though,

when he runs up the wall and like flips back,

that was pretty good.

- Yes.

We've been putting it off, but let's talk about the story

because I think this is objectively

the one like net positive for the game that I don't,

I am, I will be baffled if you have many complaints

about the story changes they have made in this game

from the opening cut seed onward.

I think the biggest praise that I can lavish upon Resident Evil 4 remake here is that this

feels like a sequel to the previous Resident Evil games, which I did not previously.

With OG Resident Evil 4, we've often talked about how, like, yes, Leon is back in the

starring role, but it almost feels like a totally different game that's like spun off

and you didn't need to really play the previous games, and you don't have to play the previous

games with this one either. But this one builds heavier off of the back of Resident Evil 2 Remake

from the opening cutscene and kind of showing what Leon did after the events of that game. And he went

into training and he joined the pres- and it's like just quick montages and there's not anything

vast, but they try to put more connective tissue between this game and the ones that

came before it than I feel like the original Resident Evil 4 did. And that's a great benefit.

It makes the series feel more coherent with itself. This game still exists on its own,

and I think it can be played on its own if you don't want to go play the other games.

For the first time, I really do feel like this one is part of a larger saga and a larger

series in ways that I didn't previously. And that is the one big boost that I feel like

it has had. Again, I feel like we have followed the... I mean, we've played all these games

within the past year. The version of Leon that we saw in Resident Evil 2 Remake or whatever

did not feel like the same version we saw in OG Resident Evil 4. Whereas this feels

very much like a older... it's the same character from that game, just older, more experienced,

and they allude back to previous things. Again, it's just a lot of small instances scattered

throughout the game, and a lot of it's character stuff between him and Ada and talking about

their history and stuff like that. It's just small stuff sprinkled in throughout the entirety

of the experience I think has been done really well. And then there are broader things that

we can talk about. But yeah, I don't know. What do you think?

No, this is the story is a great, a great change in this remake. I yeah, there is that

connective tissue. They try to fix or explain a couple of things. I think Krauser is probably

the biggest letdown. Oh, letdown?

Yeah. I wasn't a fan of how they tried to explain Krauser, which I think speaks more

to the weakness of Krauser on the whole. At least they did.

Yeah, at least they did. Like him.

Yeah, they did. They tried, but I think that just exemplified my problem with Krauser in

general just as a character in this world. But I really, really loved the collectibles

in this game that explained the village lore.

- Oh yeah, yeah, yeah. - I think are way better.

There's actually a backstory for Mendez

that explains how he became

the second in command of the village.

- Yeah. - That's really cool.

- I like the final cut scene that plays during the credits

where it kinda shows the peaceful happy times

in the village, just a little small farming community

in the middle of Spain and then everything gets dark

and you see Sadler's cult usher into town

and everything starts to change.

Like it's hinted at there at the end as well.

But yeah, the collectibles do a fantastic job of describing

this slow demise of this village, because the consistency that you kind of get

from the original game is they never

they never really tried to contextualize that like this is a tragic event.

Like you're just kind of like,

oh, there's a village full of crazy people in the middle of nowhere.

And they never really make an attempt in the original Resident Evil 4

to kind of make you sympathetic towards the people

that you are killing,

which I think this game does in subtle ways.

- If you're reading the collectibles

and then watch the credits, and that's not a knock,

but it's just statement of fact, I suppose, there for that.

The Luis, they really flesh out his backstory

and motivation in a great way.

- Tying it back to the older games,

because Umbrella really has no connection

- There's a lot of Umbrella with that,

which I love because I wanted, you want more Umbrella.

I do think, was it me or was Sadler's plan,

like in the original four, Sadler's like,

and now I have infected the daughter of the president

and I will send her back and she will infect,

like he explains his whole plot, right?

Which is so goofy and over at the top,

like I'll infect the president

and then I'll control the world.

- This game he felt a bit more,

while that was still his plan, right,

like to affect the president,

he felt like not as direct and like,

he didn't say I will control the president.

I don't know, they made Sadler more

religiously serious kinda, and it's cool and creepier.

- They make Sadler-- - Sadler was interesting.

- The thing I like about Sadler a lot in this game

is that he feels like a proper final boss

that the whole game has been building towards.

And I think the way they do that

is they cut out certain previous instances.

Like I think of in the original game

where he just kind of shows up out of nowhere

and just kills Luis and then dips.

It's like, what, why is he here?

And you're not really,

when we played Resident Evil 4 last year,

I kind of forgot that he's kind of the main baddie

behind everything because he's just one of many

kind of evil people that shows up.

It's like, "Hey, there's the tall guy from the village.

"Hey, there's the hooded guy with the weird staff."

And all these people are just kind of rotating

in and out of the game.

This one makes clear that everything more centers around him

and hinges around him and everybody flows up to him,

which makes it feel like a more proper final boss

once you get to that last battle of the game.

And that is the biggest change that I liked with him,

is how everybody else reacts to him

and responds to him in this world.

Because in the original, it felt like a lot of people

almost kind of acting independently in some ways.

- Or associated with each other.

- Yeah, like I'm the big dude in the village

and you're gonna fight me and oh,

now you've stumbled into this castle.

Well, I'm the crazy little boy who runs this castle.

Oh, now you're in the island and I run.

It didn't feel like they were working in concert

one another, whereas here in the remake it's clear that Salazar works for Sadler, the village chief

Mendez works for Sadler. They all, like I said, flow up to him and he's the centerpiece of it all.

And there's a lot of other smaller cutscenes they sprinkle in throughout the game. They do a

fantastic job of, I mean one thing that was pretty much not done at all in the original Resident Evil

4 is like, a big element of this game is that Ashley and Leon are infected. They have the lost

Plagas in them and in the original game that's just almost kind of a

Footnote until you get to the end of the game and it's like oh yeah, we have to tie off this thing

We set up hop in the chair and we'll kill it and then you can go fight the final boss sure like they don't really do

A whole lot with it in the original game and this it is a larger

Sticking point of the narrative as a whole and that's directly tied back into Sadler because of how he's controlling people and stuff like that

So like Sadler just has a way larger

presence in this game overall because they decide to do more with these certain narrative threads that they never really

touched the first time around. It just feels more cohesive like in

retrospect

like I

You can see the ideas that the original Resident Evil 4 had but because of that game's kind of

tumultuous development cycle you can see how some of those ideas never really came fully together in the way that they probably intended

20 years ago. And in this one, it feels like this is... All the ideas kind of jive together,

at least to some degree. -Yeah, I totally agree.

-Speaking more to some of the other characters that pop in this game, Sadler's obviously a big one,

But there's also Ashley who everybody hated in the original

and I'm curious, maybe not everybody hated.

I didn't think she was that bad when we replayed it,

but how'd you feel about her in the remake?

- She's worse in the remake.

- Really?

What do you hate?

- First of all, she doesn't stop breathing.

- Doesn't stop breathing?

The little complaints are interesting.

- Oh my gosh.

So we'll talk more about this.

I get what you're saying like she she runs along is like

Yes, and it's just constant man. I think her

The command you have over her of be close or be far away is

Mostly useless like in the base game at least you could tell her to stay put somewhere

Yeah, I do stuff

But this is she's always attached to you which you would think would add more fear in

encounters because she can't stay away except for very few choice areas where

you can tell her to hide inside something. But no, she really just never

gets in the way all that much which makes me wonder like why we're even

escorting her around. I get why in the game narratively and you know this is a

remake of a game that did that but like she just feels so not there except for

the fact you can hear her constantly,

I think playing as Ashley was,

yeah, like I don't need that anymore.

- That was never the great part of the previous game.

- Get this done.

So, you know, and they removed the creepy,

most of the creepy sexual tension between the two of them.

Especially at the end.

- 'Cause of the other gay, at least now she's

like a college-aged girl or whatever.

- Yes, they've aged her up, but they,

And there's not a weird like,

well maybe you can come to my place or whatever afterward.

I mean there's some--

- She does make an offer at the end,

but it's more of like a--

- Yes, to be on her Secret Service detail,

which is slightly more appropriate I suppose, but--

- You get the sense throughout this game

that they kind of develop a friendship

more than an odd romance.

- Oh, but I mean Ashley is crushing on Leon for sure,

because when Ada shows up, you can tell,

She's like, "Oh, there's another woman in your life."

So I get that, but they at least made that

a bit more appropriate from Leon's perspective

and us as the player instead of some teenage girl.

It's at least a college student this time around.

- Instead of ending the game on a weird

wanna get back to the White House and bang type line.

- Yeah, and I think Dunkey's video

actually points this out fairly well.

I don't know if you saw this, but--

- I did.

- At that point she's like, "Oh, I'm great at this."

And all she's doing is rotating a wheel or pulling a lever.

- I just took-- - And I'm just like,

"Eh, Ashley, maybe you shouldn't be talking."

- A lot of those lines I took is like

them being in just the same way

that I would take a one-liner from Leon.

- Oh yeah, no, it's a joke for sure.

I'm not, I wasn't serious. - So like,

they're hamming her up in this annoying,

dumb schoolgirl type way. - Yeah, but it's just

maybe too annoying, I don't know.

You know, I think she's just worse this time around

and mostly it's because she feels more present

than she did in the original game.

And this actually, I think, exemplifies,

not exemplifies, that's not the right word.

I think it elevates other games that have come along since

that have had companions that do feel additive

to the experience instead of not so much.

And of course, The Last of Us would be a prime example.

The Last of Us took inspiration from Resident Evil 4,

clearly, in the documentary and stuff,

and part of the goal was to make sure

Ellie didn't feel like an annoying fetch quest

or escort mission, and that was their goal,

and I think we could both say that they achieved that

back on the PS3 10 years ago.

Bioshock Infinite had a similar angle

like we were talking about before the show,

of just how do we make companions not annoying?

And since then, you know, you've got other games where AI companions are a part of the experience and they've just gotten better over time.

And I just think...

Ashley here...

Eh.

I don't have a lot to say about Ashley, honestly.

I mean, I continue to mirror my feelings with the original game, which is that I don't think she's that bad.

I- Obviously, yes, like you're mentioning that you feel like, uh...

AI companions have come a long way but for an AI campaign

She doesn't fight like I guess some of the other AI

companions in some of the other games you mentioned do or even how she does Elizabeth does and

Luis is bad at it in my I thought Luis was good. Luis was killing zombies for me and

He was always trying to steal my kills and ruining my shots

So I was just he was just in the way constantly and so that was annoying

And so Ashley's the same AI,

ostensibly, she just can't shoot.

And I just, the fact that you are more aware

of her presence just made it feel more annoying.

And it's not like she was getting kidnapped

all the time for me and I had to keep saving her.

It was just, she was like a fly buzzing around

and I wanted to go away 'cause she kept attracting.

Which is such a, it's such a bummer.

Like gosh, this game would be so much better

if he wasn't escorting anyone.

I'm like there was a different narrative objective for him here.

But because it's a remake, we're intrinsically an escort game like yes, so it's bound to

that and it's a it's a bummer in that sense.

I wanted to ask about Krauser because I know you mentioned him previously.

I don't think he is the best character in this game by any means.

I don't think he really does.

I don't think he needs to be in this game kind of period.

Yeah.

That being said, the remake does definitely do a lot of better work with him.

I believe, from the opening cutscene they show him, which I'm like, "Okay, there they go. They're showing you Krauser's in this game right away rather than, you know..." Like I think that opening montage honestly does a lot of heavy lifting. Maybe not a lot of heavy lifting, but I think it makes a big difference in the grand scheme of the game because it just, it takes 30 seconds to fill in the gaps of what's been going on in Leon's life and just briefly showing Krauser and showing him training and stuff like that.

Like those things come back up later when you find out like in the original game Krauser is just his dude who shows up and you're like, who is this guy? Like he just appears, he appears out of nowhere and he does still to the same degree do that in this game. But just contextualization around him I think is key and knowing why is this guy so mad?

Why is he aligning himself with a crazed cult?

What is his goals?

They gave him some depth to some degree, far more than in the original game.

Because in the original game he's really just-

They gave him more actual context.

I wouldn't say they gave him more depth.

Motivation.

They gave him motivation.

Like, why would this guy kidnap the president's daughter?

Why would this guy team with crazy parasite cult people?

Like it doesn't make a whole lot of sense.

And they've at least explained those things this time around, which I think is about, again, he's not the best character in that game at all, but just having better reasoning behind those things I think makes a huge difference with him overall.

Yeah.

I, Krauser is just like a really BC tier Marvel villain here.

like the lowest run of the Metal Gear villain cast. He just feels like a total imposter

that's trying to do be something else and he's just nowhere near as good as the rest

and I just find him annoying. I found him annoying in the original game. It's just

why are you here? Who cares? What is this relationship? And sure, they fill that in

a little bit with like a quick cutscene and some dialogue that he spouts, but it's just

He doesn't feel earned, he doesn't feel like a big threat, bad.

The fight is very difficult with him, I thought.

The whole sequence with him is, I found, tough this time around.

Oh.

But, yeah, I was-

What did you max for your- what gun did you max, out of curiosity?

I think my pistol was pretty high, my sniper, and...

I mean, I leveled up the shotgun...

Well, it didn't max it out, but...

I fully maxed out the shotgun immediately.

So a lot of these things where you're like,

this was hard, it's like, oh,

I just uploaded in their face with shotguns

and it was very simple.

- I had a lot of leaned into the Magnum,

typically do that, so that was, you know,

around but no, mostly pistol sniper I think

or usually how I roll.

- Gotcha, gotcha.

- So, the Krauser was just there

And I also think Krauser's voice actor was pretty awful.

I found his performance pretty grating.

- I found, I've had other people complain about Krauser's.

I thought Krauser's was like,

not great but like, he hammed it up.

- He feels like a cheap ocelot.

- Yeah, I just like, but I kind of like that.

Like you're mentioning like,

oh, this feels like a B-tier villain.

That's kind of how I would describe

most of Resident Evil, to be honest.

- Well then it's C-tier.

I mean, it's lower than everything else in the series, man.

It's just so bad.

- Ada's the one voice actress that I found

truly terrible in the game.

- I didn't mind Ada at all.

When you brought this up the other day in the Discord,

I had no idea. - Oh, she caught a lot of flak

for this online.

Dude, I don't know.

She is about the most monotone.

- She's not even in the game that much.

I don't know. - She's so monotone.

And like, I just don't, I don't know.

I encourage you to rewatch the most cut scenes

with her in it.

It's so bizarre.

And I guess I was thrown off too

because they changed the voice actresses

between two and three, or two and four.

And I really liked the version of Ada in two.

And I don't know.

- I didn't catch any of that.

- Did not care for this voice actress.

But yeah, speaking of Ada,

again, she's not in the game that much.

I don't feel like she's changed that much.

They kind of, I mean,

Wesker makes a cameo at the end, which is kind of fun.

- Oh yeah, he's on the computer.

- Yeah. - Yeah, okay.

Did you get the five Easter egg?

- And he talks about how he's gonna wipe out

billions of people.

I got the five Easter egg, yeah.

- With the lady or whatever?

- Yeah.

- Is that a collectible, 'cause I didn't--

- What Easter egg are you referring to?

- They, I forget what her name is,

but Wesker's teammate in five.

- Yeah, it's the lady who runs Tricell.

- A-cless-a, a-cleezy something?

- A-cleezy-a.

No, it's-- - Anyway, but she's in the game

in some capacity.

I didn't find that at all.

- Yeah, she's in a very final cutscene.

She's with Wesker.

She appears on the screen.

- Oh, well then I just missed it.

I thought it was more of a direct call-out

based off the hubbub it was getting.

No, she was just in the, on his computer that he pulls up there.

You can see her.

What is her name?

Excela.

Excela, I believe.

Yeah.

I knew it was something like that.

Yeah.

Excela is your own.

Yeah.

She appears on the TV screen and also on the TV screen is Wesker's little garden

thing where all of the, uh, where the virus comes from in that game.

Yeah.

Where all the red flowers come from.

Is Jake on the screen at all?

- No, he's a bad father, he abandoned his son.

Sad, I know.

- Bummer.

- Yeah, there are a couple cool hints there at the end,

and kind of tease Resident Evil 5 remake maybe,

but not really.

- I mean, it's just keeping, again, that continuity.

- Yeah.

- Adding things that they obviously didn't know

back in 2004.

- Yeah, I mean in '04, Wesker was in the game,

was in separate ways I think shows up at the end of that which they allude to I

I like well I see I'm pretty sure that's coming they found it in the code and all

that stuff like well I like it either Ada or Leon when they split up she hops

on the helicopter and she says like are you coming with me he's like I think

this is where we go our separate ways and I was like oh there it is the thing

they said the thing that'll be fun like and that's what's fun about the writing

in this game is like there are a lot of little pointed references in this game

game like at one point Ashley unlocks the door and she's like "wow it's like I'm the

master of unlocking" and I'm like oh my gosh.

See that was a bit cringe.

It's very self-aware which I like quite a bit.

I don't think there's a whole lot to say about any of the other characters.

I guess just we did mention this before and I don't feel like we've talked about them

explicitly but I think Leon is fantastic in this game.

I was really not a Leon fanboy before this game.

I was more in the Chris camp.

I think this game has won me over.

Leon is excellent.

And I just liked the version of Leon.

Like I said before, that they sort of present as time goes on in this game,

this version that is just kind of over all of this and is sick of all of this.

But at the same time, he does like have some character depth, like having some

sort of like PTSD and fear that stems from Raccoon City and him trying to save

Ashley at the end of the game and be like okay this has got to be different I

don't want to repeat what's happened before and we got a I don't want the

past to come back once again which is funny given what happens in 6 with "oh

it's Raccoon City again!" but like yeah I thought that he had a good balance of

being cheesy, giving one-liners and quips left and right, which is probably 75% of his

character, but they balance it in such a way that like when he does have his serious character

moments they still kind of hit pretty well as well.

So yeah, I thought Leon was excellent in this game.

We've talked about like inconsistencies with voice actors and stuff like that.

I thought Leon's voice actor did great personally.

Yeah, nah, they definitely, Leon keeps being Leon. And I mean that in a good way.

It is, it's like the merchant, they've taken that original template in the base

game and have just elevated to more with this modern coat of paint, this modern

player. The lines are delivered flawlessly. The animation is superb. His

just mannerisms, styles, his character motivation, it's all polished in this

game and that's great. It really does come off super duper well. I like Leon's

performance a lot in this game. It's awesome. It's really quality stuff and it

makes me want Leon in a new Resident Evil game. Like I know Chris is in 7 and 8

but where's Leon and now that Jill is back in some context with 3 Remake

it's like let's get the 6 we always should have gotten like this true

ensemble. I know that movie just came out, that new animated movie I think like

Dead Island or Death Island or something. They're basically going to Alcatraz, but it has...

it's got Rebecca, Chris, Jill, Claire. Which apparently according to our

buddy friend of the show Ricky Freck is an adaptation of one of the Resident

Evil novels that exists out there. Okay and so it's got everyone right? You know

Chris, Leon, they're all there doing, all doing something.

And it does play off of Jill being mind controlled

by Wesker, so there's like a twinge of five in that.

I saw this trailer and stuff.

Actually I watched the trailer before we finished five

and I was like, oh, clearly, clearly Jill is--

- Yeah, you mentioned--

- Definitely Jill is in this game now.

And so, you know, where is that moment in the games?

And I know they tried that with Six

that as we talked about in our last episode didn't hit home, but I feel like

Capcom's built up the goodwill and we need it. We need to see these

characters reunite in a game in an effective way and I think they can do it now.

I feel like you're tempting fate but I do kind of agree with you. Now that

we've played all these games I am going to be very much thinking about what they

can do in Resident Evil 9 moving forward and maybe we can talk about that more down the

road. I did want to bring up one other thing. I know we're kind of nearing the final stages

of our discussion here. One aspect of the game we didn't talk about is sort of horror

elements that I feel like they've thrown in. I mentioned to you that I feel like they

added not anything... There's nothing in this game that I would dub like outright horror

in the same vein as, you know, Mr. X chasing you around the police station or anything

like that. But they definitely reworked some of these sequences. I mentioned the part with

like the regenerators and the hallways being dark in that area. But I guess that's all

you need for horror is dark hallways.

>> BS: Dark hallways, scary boys.

>> CB; Yeah, there are multiple sequences. I mentioned the one where the Wolverine claw

dude like Leon falls through the floor and then he's in a dark area and he's just shining

flashlight around and you run into that for the first time. There are a lot of sequences in this

game where they play with light I think and they just put you in darker environments and I think

that heightens the horror and the tension a little bit in ways that weren't done in the original

Resident Evil 4 and I think that's about the extent of what they do with the creepiness or

horror in this game. I didn't know if you noticed any of those things for yourself or what you

you thought about this game and its pension as a horror title.

The beginning of the game is way scarier. It is way creepier, darker, moodier, a lot

of dead bodies. They drag the opening out a little bit.

The way the heads get lopped off to the side and kind of dangle there a little sideways

and they crawl towards you. There's a way more spooky at the beginning.

Oh well, I do agree with you, Spooky, yes.

But then also, the first thing that happens in this game is Leon Roundhouse kicks a dude into a wall,

which is just hilarious, immediately had me laughing.

Yeah.

[laughs]

So it does find like a great...

I mean, that's Resident Evil in a nutshell to me, though, you know, it's like,

"Oh, this is tense and spooky, and oh, he just... he kicked a guy in the head, and okay."

And then he jumped out the window, instead of one-liner.

It's like all of Resident Evil diluted into a five minute sequence.

Yeah.

I think a lot of the horror though dissipates after that from like the,

the grander sense.

There are tense,

scary moments when hordes of enemies are coming at you or there's some new

grotesque thing.

But I really think the horror is almost entirely gone by the time you get to the

castle. There's never,

I was just going to ask,

did you find it any more prevalent than the original game?

because I would say that original Resident Evil 4, there's like none at all.

Absolutely. But in this game, I feel like they made an attempt at certain times to do it.

Yeah, for sure. And that's, that's cool. It's great.

It's keeping that horror part of it alive.

But you know, after the beginning, it's really not as prevalent and that's okay.

And it's in line with the original to a degree and more with the game style.

But it did, you know, the horror goes away fairly quickly.

Max, did you like yourself some Spanish guitar in this game?

I love that they kept the song.

They did.

Yeah.

Uh, the music in this game, I'll say overall, I didn't find the music in this game to be prevalent.

Um, it felt more subdued this time around.

Like even with the well, I there wasn't like dedicated at times. Yes, obviously

I'm mentioning like the Spanish guitar and stuff like that, but that's that's like in the opening and

Again, though like there's music during like the shooting range and stuff like that. But those are like little like

off kilter sections

Overall I didn't notice the music as much this time around I like the refrains on certain

Certain aspects certain certain themes from the original game obviously the same music and stuff like that. But overall there was nothing about this game

Musically that jumped out to me again much in line with a lot of the other

recent Resident Evil games though the sound design across the board was

Phenomenal I felt for the most part

What says you apparently not

So before I talk about that, the music in particular. The save theme I just wrote is

dot dot dot different. It was just different. Not good or bad way. It's just it's one of those things you're like

It's not the same but it is

Still the same. It's one of those things. So that was interesting and then the catapult part of the castle

This is the I don't know exactly what song it is. I'll find it. I'll try to find it for the show

But I just wrote during that section a

Very God of War ps3 era song plays during the catapult on castle arrival there. It was very

grandiose choir very epic just like

filling the background constantly and

That was an interesting observation. I wrote down it was

Odd choice, I think it worked but it was odd

But now I have to ask you Logan

How did you listen to this game? I?

Just used my soundbar. So I did not wear headphones, which I did you do. Did you do headphones?

I played the whole thing with headphones because I have a baby in the house and I would be playing in the mornings

and

I did play sometimes with my surround sound setup in the the living room

like if it was a nighttime thing or you know,

Abby and Eloise weren't home.

So I can say that, you know, this affected me in both ways,

but I played primarily with headphones.

The PlayStation Pulse wireless headset.

The sound design is jacked in this game.

- Mark Cerny did not impress you?

- I don't, I don't know, this is not Mark Cerny's fault,

this is Capcom's fault.

There is like an auditory placement, total

total mishap in this game.

Enemies and items, like the little bobbleheads

that chatter and you can hear it in the environment,

they just sound like they're on top of you constantly,

like right here, above your head.

An enemy, you can see the enemy across the screen

and it will sound like it's right here.

And so your enemy placement is totally thrown off.

You're just like, where is this person?

They're either far away or there's someone right behind you

and you don't even know it because it just sounds like

you're constantly inundated with enemies.

And it totally ruins the whole horror experience.

Which brings me to the gray heads.

That moment when you're being introduced to these gray heads

an iconic Resident Evil villain, these regenerator things.

It's just breathing in your ear constantly.

Just breathing right there.

They are, this is before you even meet 'em.

They're just breathing, breathing.

And it is annoying, it's off-putting in not a good way,

and it totally detracts.

And I am baffled that Capcom has dropped the ball with this

because all the other games we've played this season

have had great sound design, great location,

surround sound design placement of enemies.

Sound is essential in horror action shooty games.

And this dropped the ball and I could not believe it.

It is broken, especially with headphones.

And it is-- - I was gonna say,

this seems like very much like a situation where,

I don't doubt for a second that,

'cause you mentioning this actually reminds me

that other people complained about this.

So you're not alone on this regard at all, but--

- And your sound bar is just in front of you,

you don't have speakers behind you.

- Yeah, I don't have anything behind me, so.

- Yeah, it's just like,

when you introduce more points for audio to come around,

it totally drops the ball, which is just, I'm shocked.

I'm so shocked, because these games have been so good

about their sound design, especially the ones in VR, right?

which is sound is essential for VR.

And VR is coming to this game one way or in one shape.

And we'll talk about that a little later.

- Yeah, I forgot about that completely actually.

- I can't believe it and I really hope it gets fixed

because it is, it's baffling.

I'm bamboozled and frustrated, so disappointing.

- Max, this is yet another RE Engine game

and we're here on next gen hardware,

even though this game is also on--

- Mostly next gen.

- Mostly, yeah, it's on PS4 as well, strangely.

- The weird, it's only on next gen.

And we're making it for PS4, like months later.

It's like, maybe you shouldn't have done that.

- I think, so to talk about the graphics and visuals

for a moment, largely I think quite good.

I think this game, I think the HDR in this game

was pretty wonk for me.

I don't know if it was the same way for you,

or maybe it wouldn't be the HDR,

but when I would walk into certain areas,

like the lighting would change very abruptly at times.

- Did you ever check your ray tracing settings?

When I talked about that with you, did you go and check that?

- I did not.

I mean, to be honest,

I didn't do a big deep dive into the visuals this time

or a big fine tuning of my settings.

I know I was running performance mode,

but I did not really fine tune anything else

other than that.

Beyond that though, I mean, I think visually everything in this game looked very impressive overall,

like what we've come to expect from the other RE Engine games.

That being said, I still don't think we've reached like a next-gen showcase point with this series yet.

And in fact, I would say that Village, I thought, looked better.

And I don't know if that, I imagine that part of that

is because of the genre differences to some degree,

and I imagine they can make Village look a little bit more

polished up in certain areas

because it's not a third person shooter

and you know they don't have to worry.

- But it is a third person shooter.

- Oh, I guess technically.

(laughing)

They can polish it up in certain areas

because they don't have to worry about character models

and stuff in the first person model.

Again, I know that.

- I know what you mean.

I'm just messing with you.

that all later, obviously, yes, but I did think Village looked sharper and stood out

to me more, but I did not think that this was an ugly game or anything like that.

No, it's pretty. I'm a big digital foundry person. I generally watch their videos for

big games that I care about or just games that are interesting. I want to see how things

perform, what they recommend, and things like that. So of course I watched the Resident

and they basically recommended shutting off

chromatic abrasion at launch and playing in performance.

And I'm more and more, as I'm realizing I'm not capturing

everything all the time, when I capture,

I generally prefer the resolution over the frame rate.

But that I'm not capturing everything,

I'm sitting eight feet away from the TV,

I always play with the 60s, not like I'm pixel peeping

on my 55 inch TV 10 feet away.

And so I was having fun and it feels great,

but I did have ray tracing on

because in general I like ray tracing.

But there was some sort of, I don't know,

wonkiness where like puddles of water

had this whitish glow around them.

Bodies of water would just have this white glow around them.

And when I shut ray tracing off, that went away.

So,

There's just a lot of, or there were.

By the time you're listening to this,

things could have been patched out or fixed.

I know the chromatic abrasion has been fixed in a patch,

but at launch, when I played this game,

'cause I did play much closer to launch,

there's just a lot of graphical issues,

a lot of performance.

It's an uncapped frame rate between 40 and 60,

depending on the options you choose.

You can have like Leon's hair be individual strands

and like that impacts the frame rate quite a bit.

It's just, it's interesting to see a really struggle

more like this from Capcom lately than other things.

Now, I know there are issues with the other two remakes,

with their ray tracing and implementation and stuff,

and that's more a fundamental RE engine

just approach to ray tracing,

but I was a bit surprised that Resinual 4, a bit buggier,

and I think that's more of a statement,

or just a sign of the times really.

A lot of modern AAA games are coming in hot

and not looking and running the best that they could be.

And it's a bummer just to see it in a game like this

or any other game.

I'm bummed when I hear and see that games,

big, big games are not running well.

- Yeah, you mentioned that games have been

coming in a lot hotter lately and it's really disappointing

that so many games seem to be kind of launching in this state nowadays.

And more often than not, I feel like you don't see Japanese games come in as rough a shape

compared to games from the West.

So the fact that Resident Evil 4 has even been having some of these problems is frustrating,

especially for yourself since you know you played it there a little bit closer to launch.

But yeah, I don't know.

I didn't have as many of the problems that you're referring to there, fortunately, but

again, I played it.

Two months later with a couple different patches in tow and stuff like that, so, and with some

different settings turned on and stuff.

It's just a state of the industry unfortunately at this time and, you know, one of the things,

just kind of time capsule wise, like the new Zelda game just came out and before launch,

the game wasn't running quite smoothly and then apparently during the review period there

was a day one patch that tremendously fixed the frame rate minus use of the Ultra Hand

And that was great to see in here.

And that's the Nintendo polish, I guess, that we should come to expect.

And I would wager that Final Fantasy 16 is going to run quite well on PS5 from Square.

I mean, I can say that I played that game recently in a preview event,

and it seemed very highly polished.

So I'm very hopeful for that when it releases.

That game also went gold three months ahead of time.

So yeah, I just wish games had the ability to take more time to be released in a polished,

well-running state.

And unfortunately, Resident Evil 4 at launch just wasn't there.

Yeah, and I'm kind of curious to see moving forward the clip at which these, I mean this

kind of winds down our conversation here and I know we're going to go to talk about legacy

here in a moment like we always do. But this kind of has me curious to see what the cadence

is with future Resident Evil releases because we've been on a pattern here for the past

five or six years where there's been a new Resident Evil game almost annually between

the two and three remakes seven village this like we have been on a string of Resident

Evil Games here to the point that it would seem like 9 is going to come out next year,

but that's almost certainly not going to be the case, at least not that we know of so

far and based on all the leaks and reports and stuff like that it doesn't seem likely

to happen.

So as this cadence of releases slows down I'm wondering how that's going to impact their

quality over time and if they really will kind of go away for a bit and like really

do another big revamp here with the series moving forward because it feels like they

I think it can go in a lot of different directions.

Obviously, you know, this is the third remake here

and we've talked about them remaking five, six, Code Veronica.

There's other games in the series

that people are calling for them to remake next.

But I think the fact that this game,

the fact that I was just gonna say,

the fact that this game did come in a little bit hot

and did have some technical problems,

whereas other games in the series really haven't,

I think speaks to the fact that they might look

to slow down a little bit with some of these games.

but that obviously remains to be seen.

- I think a big factor in this going forward

will be the dropping of PS4 in particular.

I mean they dropped Xbox One clearly, but--

- I mean this has gotta be the last, last gen,

Resident Evil game.

- I don't think, yeah, yeah, I would think.

I don't think like Street Fighter 6,

I don't think it's coming to PS4.

I think it's next gen only.

I think, I'll check that, but I think Resident Evil's done

with last gen, which is good, and that can help

raise the baseline, not having to run on such old hardware.

I mean, gosh, the PS4 was 2013?

I mean. - Yeah, yeah.

That's when this game runs on that.

- Also Street Fighter, Street Fighter VI is on.

It's another situation identical to this game.

PS4, but not Xbox One.

- Okay, so jeez.

So I just, I think that might help,

just pushing to current gen only,

and we'll see that going forward.

I have to imagine that for, you know,

whatever "Resident Evil 9" is in the next remake,

like we're just, we're done with the,

I think seventh generation is what PS4 falls under,

so hopefully that helps.

- I hate the generation numbers.

It's so, it's always goofy to me.

Anyway, continue.

Anytime I hear people say like,

ninth generation hardware, I'm like, shut up, nerd.

Just call it the PS5 and Xbox Series X generation

or whatever.

Because then you get people like,

well what about the Switch, where does that go?

It's like, I don't care.

Nintendo's kind of off in a corner doing their own thing.

Who cares?

- I apologize, the PS4 is the eighth generation of consoles.

- Oh my gosh, yeah I was right.

I knew everybody was calling this the ninth generation.

- Well eighth, see oh yeah, PS5 is ninth, yes.

- PS5 I should say, yeah.

Max, what's this game?

I mean this is such a bizarre, bizarre question to even ask in a lot of ways, but what is this game's legacy?

I think you and I have different answers.

So the first thing I want to say is a reminder that a VR something is to come of this game.

But we do not know what that is.

Capcom has not said it's the full game front to back in VR like they did with Village.

They've just said, "VR is coming."

and it's a development apparently started

rather close to this game's original release.

So we won't see anything from that.

- I still think it's just gonna be the shooting gallery.

That's my guess.

- Because they haven't said, I wouldn't be surprised,

and I'm not expecting the full game

until Capcom says something.

We may actually, maybe we get a tease of it,

just conceptually or see something here

at a new PlayStation showcase at the end of May of '23,

but who knows?

If development did truly just start, probably not.

So that is one thing, like a pending part of its legacy

to have this game change once again

into some different format.

And I'm curious, say if it is the full game,

how I'll feel about it under those types of mechanics.

So we'll see.

But for me, it's a game that is shackled

by the legacy of the original game.

And I think that those shackles have kind of restricted

this new remake potential here in the year of Our Lord 2023.

I just think the game is ultimately stiff

and it doesn't have the luxury of being a classic game,

having age to hide behind it.

And I think those flaws are more present.

If age was makeup, it can't hide behind anything

because it's this shiny new fancy schmancy PS5 game.

And I'm bummed that I was this frustrated at times with it

because this game in general is a fun game.

And it bums me out a little bit.

So I think that's its legacy though.

I think parts of it buckled

under the weight of its predecessor.

- This is a side tangent, but I would be fascinated

hear what you would also think about the Dead Space remake that came out this year, which I have not played.

I haven't either, but I do love the original.

But yeah, once again, like,

I'm curious if you would have these same complaints because, I mean, based on everything I've seen,

it's mechanically gonna be the very-- the same thing as this one, you know, where a lot of the mechanics are the same across the two.

Okay.

The two remakes in the original game, but the

visuals have been overhauled and things like that, so.

I mean, I haven't played Dead Space in a very long time and also the plasma cutter is just a better gun than anything

Leon uses period in the game. So it's different mechanics and stuff like that. Anyway, my I mean, I

Have not really staunchly said this in the episode we've kind of gone back and forth here throughout the entire

Episode here, you know presenting different things

But I just I just staunchly disagree with like almost everything you've brought up in this episode

so that, that's not me discrediting your opinion or anything like that.

I just like, vehemently like,

disagree like, to a T with almost everything you have said about the game.

My take, legacy takeaway for this one is that like, this is the version of the game to play,

like I know it is for the past 10, 15 years it has been an ongoing joke of like,

"Oh, Resident Evil 4 is on everything, they keep pouring it to everything, ha ha."

you can throw that version in the dumpster now. There's absolutely no reason to ever

play that game ever again in my mind. This is different for me, in the sense I know we

didn't do it with this season, but I feel differently about that because I would say

by comparison, if we had more time, or not even if we had more time, but if we did have

more time than we could go back and play original Resident Evil 2 and original Resident Evil

3. I think there's more merit to revisiting those games nowadays because they are so much

more different from the remakes that we got a couple years ago. This remake of 4 is so

similar to the original but just drastically improved in every way between mechanics and

storytelling and character work and visuals. There's just, I don't see a reason to ever

play original Resident Evil 4 ever again in a million years. Like it just, I mean,

other than like just wanting to revisit it for the heck of it, like if you're looking

for an enjoyable Resident Evil 4 experience, there's just the, yeah, there's really not

much reason to ever go back to that game. And I'm sure some people will completely disagree

with me on on that point but that's just I don't know I think this remake is truly truly

top tier stuff. I think that's kind of the differentiating side like for how we both

feel. It's so close to the original but you think it's improved in all these ways and

I think it's so close to the original but not improved in these ways based off our experiences

And I just think you're wanting a different game like you're you're talking about like

but but the two but the two remake and the three remake like

Mechanically are wildly different than the originals and I know that we didn't play those

But but but what are they similar to they're more similar to four

Like that is yeah, because they're all based off that that same. Yeah, that's that's that's that's kind of the template here

So now we've gone full circle where the remakes were kind of mirroring the style of four five and six

Specifically for because they were less action-oriented obviously for the action-oriented

But they're not as off the rails action-oriented with is five and six were

So we've now kind of gone full circle that we're now remaking the game that influenced the previous remakes and stuff like that

So I just I yeah, I just wish they'd taken a step further and elevated it

I don't want backflipping. I don't want the mechanics of six in this game

I don't see I didn't know what six had in store for me at the time writing this but like

God, it would have been way more fun if you could just actually move in this environment

instead of just stomp your way around.

Ugh.

I don't know.

I think it'd break the game.

Sometimes you gotta break the game.

Metal Gear Solid Twin Snakes taught me that.

Max, before you launch into our final spiel here of the episode, I did want to chime in

with one kind of wrap-up thing for this whole season, and that's just Resident Evil as a

whole.

Yeah, we didn't do that.

your thoughts on the entire franchise now that you've played everything. We have now played

the same number of Resident Evil games. We came into this season as me being the expert and you

being the novice. You've played all of these games just I mean very broadly like what are

your takeaways from having played all of these games? How are you feeling? Just what's your

thoughts now that we're here at the finish line? I'm so glad we did this season. Oh my gosh,

Resident Evil is now one of my favorite series to be playing, to have.

I'm so excited for the future of this franchise.

It has opened my eyes to what I've been missing out on for decades now.

And I'm happy we did it.

I'm happy I own all these games.

I'm excited to play more of them.

It is such a diverse series, and it's so flexible too.

It can be straight horror, horror survivor,

it can be action horror, it can be flat out co-op,

action bonkers over the topness.

It is dynamic in a way that I don't think

most series have been.

this Resident Evil is truly adaptable.

And it's had to be, right, to stay relevant

and influence the video game industry as a whole

from the first Resident Evil being so,

you know, one to two being such a big standout pop.

And then we've got four changing everything

and then seven coming in and kind of

revitalizing the series.

Then the technology underlying it

throughout all these years.

it's always been a series that's been pushing things forward.

And sometimes that's to a detriment,

and sometimes that's to industry-wide success

and prestige and acclaim.

And I'm happy to know that about it

and have experienced it and be able to have a say in it

from a real place of understanding.

And so I love it, and three is still the best.

- I'm really excited that,

I'm gonna ignore your final mention there.

But I'm really excited that you've played all these now and that you can look forward

to the future games alongside me.

It's always fun when they reveal a new one.

Yeah, like I'm gonna pop up when I see Old Man Chris like with a cane.

Yes Jill with a walker beating down the next wave of mole boys in Resident Evil 9.

The past few have been very fun to look forward to like. Yeah, it's been as somebody who has

loved these games for such a long time. It feels like we're still in. I'm still having

a fever dream where we rattled off like five or six great Resident Evil games in a row

here. So hopefully they can keep up the momentum because clearly this series is not going away

way whatsoever. And in fact, it's bigger than ever, which I mentioned in our last episode.

It's I mean, for remake has brought new found a claim and commercial success to this series

that it has not. I mean, maybe not commercial six or critical success, but commercially

the series is doing better than it ever has before. So this isn't slowing down and now

I'm glad you're on this evolving Resident Evil train with myself and the rest of the

fanbase now.

So just like the train in Resident Evil Zero, another top tier game in the series.

Yeah, just like that.

Excellent.

Well, I think that does it for both Resident Evil 4 Remake and Season 5 here on Chapter

Select for Resident Evil before I wrap up a little housekeeping for Chapter Select.

traditionally, right a week after the season ends, I post a big behind the scenes blog post

and now audio episode exploring how this season came to be in the production behind it all. This

season five behind the scenes is going to be delayed a little bit toward the end of June and

part of the reason for that is some stuff I talk about there is a surprise. And we've got an

announcement coming at the end of June for season six and kind of where we're

going with this program and some of that ties into the behind the scenes that

directly went into Resident Evil here. So look forward to that coming into your

feed and on maxfrequency.net here in a few weeks. You'll all be notified when

that happens. But we do have season six actually like halfway done already so

look forward to that in the back half of this year and we'll announce it at the

end of June super stoked to be playing this series with Logan this is another

it's a stone-cold classic and I'm excited to tell everyone finally and

we've been working on this for a long time this particular season and it's

gonna be exciting I mean yeah not to say too much but we've got plans for not

only season six but seven and eight are ongoing behind the scenes right now too

So we've got a lot of other chapter select stuff

coming at you over the next year and a half.

- Yep, we're booking it, man.

And it's exciting times.

When we sat down and kinda ironed out

where we wanted to go with seven,

and ultimately season eight, it was, you know,

just like when we decided on doing Resident Evil,

it's kinda lit a fire under us,

and I think we're both amped for what we're playing

and where we're going next with the show.

So look forward to the season six announcement

here in a few weeks at the end of June.

But as for the rest of this show,

thank you so much for listening.

If you'd like, you can find all our other seasons

right here.

You can go to chapterselect.com

or you can follow us @chapterselect.

We will be doing a Fast 10 episode,

but we're not watching the movie opening weekend.

A lot of other stuff's going on.

I bought a house actually day of recording today

and I'll be out of town for a wedding

and Logan's busy too.

So when we watch the movie, we will come together

and do our Fast 10 episode for season four.

So don't worry, we're still doing that.

But you can check out our other seasons.

Like I said, you can follow Logan on Twitter @moreman12

and his writing over at comicbook.com.

You can find my work over at maxfrequency.net

and my other podcast, the Max Frequency Podcast.

Logan was actually the last guest on it

as of this recording.

We did our E3 predictions,

which are gonna start, we're gonna see how we land here

with Sony actually next week, so we'll see what happens.

So you can go check that show out as well.

But thank you all so much for listening,

and until next time, adios.

Chapter Select is a max frequency production.

This episode was researched, produced,

and edited by me, Max Roberts.

Season five is hosted by Logan Moore and myself.

Season five is all about Resident Evil.

For more on this season go to chapterselect.com/season5.

Follow the show @chapterselect

and check out previous seasons at chapterselect.com.