- - -

Here's a topic. Do you think we'll get an HBO trailer for the Last of Us show this week?

Oh, 'cause it's outbreak day on Monday.

Although they don't call it that anymore.

Yeah, because it's sensitive to COVID victims or something.

No, no, I don't think HBO cares.

And it seems real dumb. If this show is out within

Four to five months. I don't just release something

Have they ever said that it's early

23 yeah, it's early early. They've said that

Yeah, I don't think HBO said that

Yeah, they have one of their CEO people has okay. He has said it's not this year, but it'll be early next

So

Really next year who's in the cast don't care is in the cast take a second look you may like

My thought was they would I mean, I guess they could

My thought was Keeley would somehow get it for his game awards, but if it's early then that's I mean they could

Why not if it's early already got his last of us do for the year, but if you think about it if it's early

23 they wrapped filming in June like how much how many months of post-production that I need? I don't think they wrapped

Yeah in June

Sir, I write about this show for a living

They finished filming back in June, I mean February March they could start advertising this in early

December three months of

Whatever. Why not?

Yeah, one of the directors the man who's literally directed the first episode of the show Greg

And then to go no cantemir baligov. No that guy he directed the pilot

He was doing an interview earlier this year and he said I'm not sure if sure if everything's lined up yet

But to my own understanding it's early next year. I

Mean, I don't think we get it tomorrow or Monday. I

Mean if it is early next year

See the thing is is does HBO

Like is that important official

I just don't understand why you have an official holiday for the Last of Us

That you talk about every year and you got plenty of major Last of Us things coming up that you could Naughty Dog does and Sony

Does but does HBO care is my question. I feel like HBO can put a trailer up whenever they need for this

They paid for this IP. I get it careful. I don't know. I mean, it'd be fun

I don't like this is like a show. I don't need to see anything else for I'm I'm good

Yeah, cuz you've already played the game 85 times. I believe me man. I saw it on my

Is it called an XM be on the ps5

Dashboard. Oh jeez. I saw it on my ps5 the other day and went man. I'd like to play you

But I know I don't you I don't have the time ma'am

but if I played that I know I would jump right into part two and then that turns from a

12 hour game

to like

30 hours 30 35 hours and I just don't have that just don't play part two pretty simple

I don't have another 12 hours. It doesn't matter. So

You've already got the Platinum just played the games. You don't have Platinum's for you

This is true. Nice job.

What I'm--well, next is...

I gotta keep grinding in Pokemon, and then I gotta start Resinuo IV.

That's...

Oh hey, look, as we live and breathe, the...

people are teasing that things could be coming.

Wow.

Wow, what a shocker.

This is why I brought this up in the first place, is because I was closing my tabs and I saw that Druck had just tweeted about this.

It's a good gift.

What was I gonna say?

Dang it.

Dang it.

Look. Was it about the name of your child?

No it wasn't. Here's my God of War magazine.

Wow. You're still paying Game Informer.

I only subscribe to Game Informer whenever I buy something at GameStop and they're like your membership expired

I'm like, is it gonna save me money today? You know, like I weigh the choices of it or whatever and then I just resub so

There's the title of the preview

So

So original

Honestly, they probably I should dig out my old God of War Game Informer issues

They probably said like all Hades breaks loose or something in an old God of War preview.

Probably.

It's good stuff, man.

I gotta tell you, man, Avatar was actually pretty good.

No.

I'm serious.

This isn't like getting...

It is a great movie theater movie.

I was shocked.

were hootin' and hollerin' and clappin'.

- Jake Scolley, you are handicapped man.

Now you're a blue boy.

- I get it, I get it. - And now I kiss you.

- I think the last 13 years of memes,

and it being the most profitable movie of all time,

it just led to jaded erosion.

- I don't even know if it's memes.

I've never even seen memes of that movie.

I just think people are like--

- No, no, no, memes are the nature of discussion

surrounding it, I guess.

Just the joking about it, because it's so big

and there's only one movie, and it's a Pocahontas in space.

But the actual movie is really well done and shot.

It holds up super well.

There's the whole inspiring tribal overcoming thing.

There are some shots in that movie

that are just mind-blowingly awesome.

And the 3D is still killer.

Like it is a super effective movie theater movie.

It's pretty good.

Now, am I gonna sit home and watch?

I've seen it.

This is my third time seeing it in 13 years or whatever.

So, whatever.

I will say this though, they cut out the ponytail sex scene.

- Why?

- I don't know.

They, I mean they still like make out in the woods

or whatever, and like consummate their marriage

in front of AWOL.

But they don't show the ponytail.

They do with animals, which is weird,

but they don't show it with them.

- Avatar--

- Avatar Ponytail Edit.

Oh, I'm getting.

Avatar the Last Airbender.

- No, I'm getting like anime people, like weird.

Ponytail hair art, deviant art, it's like uh.

- Theatric, theater re-release.

- Gone.

Missing scene in Avatar where Jake and Nateri mate, Reddit.

This'll be safe, I'm sure.

Theatrical versus special.

anyway they removed it is all I'm trying to say so that was it's just you know we

left we're like what happened to that scene but it's a good movie I'm not out

here saying it's the best I'm not saying it's you know a goat that I'd watch at

home but I know I don't know I've said this this is the last thing I'll say

then we can start I don't want to see the new movie hmm not only because I

don't really care about Avatar in the first place but this trailers scare me I

don't like water I don't like being under water really you have like a water

I just don't there's some shots in that trailer where they're like swimming

underwater and there's like big whales and stuff and it looks so realistic I'm

like this is like unnerving like if it was more if it looked more fake

Like, basically the visuals are so good that I'm like, this is kind of bothersome.

I don't know if I like this.

I don't know.

Like where he's like swimming in the ocean and touching a giant whale or something like

that.

I'm like, I don't like this.

I don't know that.

I want to see it out of the curiosity.

I mean, I don't have a huge problem with, I don't know.

I don't want to drown.

Drowning scares me.

I think drowning should scare everyone.

seems like one of the worst ways to die. That and being caught on fire. Gotta be two of

the worst. Not only am I concerned with my own drowning now, I have to be concerned about

this baby drowning. You know all the signs on like, these plastic grocery bags will kill

you? No, you don't have to be concerned. No. If there's this much water, a baby can die.

You gotta be one of these parents, you know, you gotta be one of these parents that takes

your kids and chucks it in a pool when they're two months old and it's like swim! And then

they float on their back.

They're like, "Wow, it's natural, see?"

- We have thought about doing like,

'cause she has a pool at her house,

not Chuck yeeting her into the pool, but--

- Yeeting who?

- The baby.

You're not gonna get it, dude.

You're not gonna get it.

You will all find out her name when she's born.

Hello everybody, and welcome to Chapter Select,

a seasonal podcast where we bounce back and forth

between a series exploring its evolution, design,

Legacy. For this season we are covering the Resident Evil franchise. My name is

Max Roberts and I am joined as always by Logan Moore. Hi Logan.

Welcome to the family Max. Oh my gosh I'm confused now we're doing Fast and

Furious family and now we've got the Baker family in Resident Evil. We're just

in a family mood lately. Yeah that's our favorite forms of media or franchises

that center around families. This is our new through line for Chapter Select moving forward.

Chapter Select, a family podcast where you can enjoy the subject matter of family. Family,

family. Yeah, we're gonna do a whole season about your own family. That'll be season six.

We can bounce. It's gonna be about your... bounce back and forth between your family members.

Family members, this is a family tree. Yeah, we'll do an episode about you,

will do one about Abby, one about your mom and your dad, one about your daughter, what's

her name?

Top secret.

Evelyn, there you go.

Evelyn?

It's a very timely name.

Yeah.

Fits perfectly with the theme.

We are talking about Resident Evil 7 in this episode.

We just wrapped that up.

Resident Evil 7 Biohazard.

Or if you're in Japan, Biohazard 7 Resident Evil.

Exactly.

Exactly. And you know, maybe before we get into it, we're playing this one now in our

second episode. You made this happen because this is similar to the first game in some

ways with design and inspiration and it's the reboot of the series. So I guess if anyone's

wondering why we're playing Resident Evil 7 now, that's why, you know?

I mean the technical, if we did our usual bounce back and forth, Village would have been the next one,

but I didn't feel like playing the second Ethan Winters-led game made sense before playing this one,

and I also really like the dynamic of playing the first one and then jumping into this one,

since Seven really tries to mirror a lot of aspects of the original game.

I just felt like a good companion to play after the original game, so...

That is what brought us to RE7 this time around.

And with that, let's go ahead and get into the rundown

of all the basic information here about Resident Evil 7.

As every other game in the series, it was developed and published by Capcom.

It originally came to the PlayStation 4, Xbox One, and PC.

It was also compatible with PSVR on PS4.

And at the time we're recording this, it has just recently come to

PlayStation 5 and Xbox Series X. We both played on PS5, correct?

Yes, we both did the PS5 version of the game.

Okay, it originally released on March 24th, 2017. The game director was Koshi Nakanishi.

The producers on the game were Masachika Kawata and Tsuyoshi Kanda and the composers were Akiyuki Morimoto,

Miwako Shinone and Satoshi Horii.

Resident Evil 7 ended up scoring an 86 out of 100 on Metacritic for both of the console versions.

I think the PC version might have been a little bit lower, but it was a negligible difference.

So it scores, it sits in 86 overall.

All in all, this is a

good game by standards of critics and fans, I think. And there's a lot of...

I don't know, there's a lot of thoughts and ideas out there about this game because this one, as you mentioned before, is a reboot of the series.

Which I think is one of the key things we'll talk about throughout this episode. I don't want to...

I mean, there's a lot we can talk about with this game's legacy, which I know we're already planning on doing, because this is a very important and pivotal game within the larger Resident Evil franchise.

we'll get to that stuff but before we do let's just talk about our broad histories and experiences

with the game.

I can start, I mean I guess I played it through the first time the week it came out and I

have not returned to it since and this is my first time returning to it since it initially

came out.

You got the platinum.

I did get the platinum.

I played this game on Madhouse this time around.

I actually did two playthroughs before this episode that we're recording.

Yeah, and I did not have to do that.

I played one on Madhouse because my original run back in 2017 was just a normal playthrough.

Through the power of PlayStation 4, PlayStation 5, forward compatibility, I literally still

had all of my original saves.

It was kind of cool.

They did good with being able to bring your old saves over when they updated all those

PS4 games.

Yeah, because I was, when I was playing the original version of this game, I was making

a lot of saves, a lot of different save files, so I had a lot of different snapshots throughout

the game. So for instance, when I beat this game on Madhouse, I did one of the endings,

which there are two endings in the game which each depend on who you choose to save when

you get to the divergent point there with either saving Zoe or saving Mia about two

thirds of the way through the game. And I think in my original playthrough I saved Mia,

which I think is the vast majority of people.

Yeah, it's what most people ended up doing.

So in my Madhouse playthrough, I saved Zoe,

and I got the second ending, and then after that,

I went back to a save that I had

that was from my original playthrough

where I had originally saved Mia,

and it was right at the very last typewriter

before the end of the game,

and then I just played through the final five minutes

and pinged the other trophy that way.

And then I did one speedrun after that,

which was about two hours and 45 minutes on easy mode.

- Yeah, that sounds about right.

- So, yeah.

- That's very good.

- You, on the other hand, have played some of this game,

but not all of this game until now, so.

- Correct, so I got the game when it came out

because I had bought PSVR in October, right before it,

and this was a game, you know,

this was the must-buy game for PSVR that first year.

this was a launch window title, it was the definitive game to buy. I had played the demo,

I actually wrote a preview for it, I found it in my Google Docs searching for stuff,

so I wrote about the midnight demo that came out for this game. They also had the kitchen

demo that came with the PSVR demo disc, you remember that? Where you'd sit in a chair.

Yeah, but you didn't know it was Resident Evil. It was just called Kitchen, yeah. It

was like a PT kind of move. It was just called Kitchen. Yeah, there was just this very broad

horror demo that was available to try on PSVR and it's like oh this is cool and

then only later do you find out oh my gosh it's Resident Evil that was part of

their 2016 press conference at E3 I believe it was an awesome reveal I want

to talk about the reveal part of this game a little bit later as well so I

played that I played a little bit of it when it you know VR or whatever and I

I don't remember necessarily how far I got, but I took a break from it, or like a few

months of a break I think, because later in October I came back to it. So you know what,

five, six months later, what have you, came back to it. We actually spoke about it on

episode 113, Shadow of Loot Boxes on Millennial Gaming Speak, and I wanted to play you this

clip because I think it's pretty funny. This is about eight days before I got married.

What have you been playing lately? Okay, so you went back to Resident Evil 7. We'll start

there. I did. This video you sent me was amazing. I still don't think you'll finish that before

next week. You got a week. It's a short game though. I got twelve days. It's a short game.

I just gotta man up. I can't be scared anymore.

News flash, I was scared and ran out of time and didn't finish it, so.

If you got past, if you got halfway through it though...

I did.

You got past the spooky parts, I would say.

Yeah, I definitely did.

I think most of the spooky parts are up front.

Once you get out of the house and go to Lucas's Fun Factory...

Which is where I stopped, essentially.

I had killed Marguerite in the greenhouse and that is where I stopped playing.

So that's all I remembered.

So coming into the game this time,

I remember the first half of the game fairly well.

Like, you go here, you do this, or broad strokes.

I was like, you fight in the garage, you take the car.

Very broad strokes, it's been almost five years.

Almost roughly to the day, window of time.

But back then, I played mostly in VR,

and this time I played in no VR.

I would have played in VR, honestly,

but it's put away because my office is now a nursery.

So I wasn't really able to.

So I just played all on the PS5.

And I did kind of, most of the game at 120 hertz HDR.

- Okay.

- Er, yeah, but, and then some of the game,

the beginning and the end of the game

was 60 in ray tracing.

So actually the beginning and end is what I recorded

for the video version of the show.

And then the middle I played at 120 hertz.

and I think we'll talk about that as well.

So I definitely dabbled in this game.

This is the first Resident Evil game I ever played.

Very first game. - Okay.

- So this was my initial exposure to the series.

I was aware of Resident Evil,

but this is the VR part and the demos.

This is what got me to look at and play Resident Evil.

- This was really the killer app

for the first six months of PSVR, I feel like.

- Absolutely.

- And even over the long haul,

I feel like this was still the killer app because when this I

Can't remember other games that came out that were big triple-a games that had or you can play it in VR

Like no other games I can think of

Sure. Yeah, I don't like I can't think of anything else that had options like this

Later that came much later though. It did it did. I'm but hitman 3 is a notable title that is playable in VR or normal

So that's definitely one of them that came later after the launch of the base game though, correct

Or was that it the same launch it launched with hitman? Okay, so when hitman 3 came in I launched with it

It is also still only

playable in VR on PS VR so whatever exclusivity deal they wrote that's still there even with the

You know the PC VR market I would love to see them

bring it over to PS VR - they clearly have the technical capability to do so with

village and resident before remake

Village is fully playable in VR and the remake has at least a VR

Component or element to it if not entirely playable haven't confirmed and their engine is flexible enough

So they clearly can and I hope they do. Yeah, they just have to redo the controls re4 remake is

Armature though, correct and I think Capcom did I don't think the ps5 remake know the quest

No, no, no, no, no, no re4

VR on quest is armature. Yeah. Yeah. I'm sorry. I'm sorry. I was talking that's what I was you're talking about the upcoming

Remake remake in March. Yes. Yes, because they said there's PS VR to

Something I said re4 remake. I meant to say re4

VR and this yeah, there's a lot of versions. We will get to yes Resident Evil 4

Before too long. Yes, we will

Before we get too much into the weeds of the game itself. I did want to go back to something that you brought up

here, which is kind of an

Ancillary part of this experience and it's something that won't matter in the grand scheme of things

But we're talking about this now and this is the first time we've played it. What did you think about the next-gen?

PS5 version of this game because I I have to say I did not think it was

Great. I really didn't and I don't know if that you feel the same way like I felt like this game was one that was already

Pretty good-looking

When I played it on ps4 all those years ago like obviously this game engine has gone on to be the game engine for every major

Capcom game that has come out for the past couple years so the game engines great and the game always looked good

But when I booted this up on PS5 I was like wow I'm really looking forward to seeing what kind of technical

bump this guy and how much better it looks now and that really

Didn't ever like wow me in any capacity. I noticed a performance boost for sure because I ended up playing

Priorit- at first when I started first playing I prioritized ray tracing and I did not think that it drastically

improved just the visual aspect of the game

So then I turned ray tracing off and then the performance was better and that was good

But I didn't feel like the ray tracing boost

necessarily made the game

Look that much more impressive like it was not on equal par with the PS5 version of village. Let's say like village still looks

Drastically better in my opinion. I was hoping that this would look more akin to village

With his PS5 version. I didn't know if the same was could be said for you though, so

One thing we have to consider is this is the first RE Engine game.

It is.

You know, so it's older.

You know, what they've done in these new updates is either ray tracing,

which is a consistent 60, or 120 hertz, with no ray tracing.

That's kind of the trade-off.

Or no ray tracing and you still get the 60, stable 60.

I did watch Digital Foundry's video when it came out and I'll link it in the show notes

and stuff but the ray tracing is subtle you mostly see it in tight corridors and

just the lighting there's definitely a difference especially I was flipping

between them at some points your TV can't do 120 Hertz correct I don't

believe so no and if you're wondering how I wouldn't know that I'm currently

playing on a TV that is not mine.

So there is that.

- This, playing at 120, I was surprised at,

I mean it's super smooth and slick,

but I was surprised how used to it I was.

And then I remembered, duh, this game ran at 120 hertz

on the PS4 and PSVR.

So the bump in frame rate wasn't this big surprise

or revelation to me coming from like 30 to 120

'cause I was already used to it.

The ray tracing I liked combined with the HDR

'cause I never played this game with HDR before.

I think just the contrast and colors there was pretty nice.

But the stability was the overall big thing for me.

And just the texture quality and stuff,

everything's sharper, a little more detailed.

It looks really great, especially playing on, you know,

before I was playing this on a 21-inch LCD 1080p TV

and now I'm playing on a 55 inch 4K OLED,

so just a big quality of life overall.

- That's why I opted to turn off ray tracing personally.

I felt like it was just the frame rate was kind of--

- It's stable across the board.

- Is it really?

- Yeah. - It just didn't feel,

I mean, maybe it was something in my monkey brain

that was making me think it wasn't as stable

when I had the ray tracing turned on,

but it did not seem as consistent for me

when I was playing it,

and I turned it off pretty quickly early into the game

because of that,

But that could have just been something I was tripping myself out about.

From what I recall, because I watched the video before picking, so I knew which kind of mode to pick or which one I would prefer.

And they both are super stable, so.

The Resident Evil 2 and Resident Evil 3 remakes, that's a different story, but we'll save that for another time.

We'll get there.

Yeah.

Yeah, I enjoyed playing it though.

And again, the bulk of it was at 120. I enjoyed it.

I also, PS5 specific, the adaptive triggers, I thought felt pretty good for some of the weapons.

the shotgun, the grenade launcher, those types of things I thought felt pretty good with

the triggers. So definitely look forward to that stuff.

Didn't stand out to me too much. Like I think some devs have shown that they really look

to take advantage of the DualSense in like greater ways than, like I think of Returnal.

Returnal is still one of the best examples of using the DualSense by far. And I'm not

expecting Capcom to by any this is a larger talking point about the ps5 and

how developers are using the dual sense I'm not expecting Capcom to go back and

add all these crazy dual sense features to this five-year-old game now the dual

sense in haptics the triggers in the haptics and stuff like that they're good

for an older version of the game yeah but nothing that blew my pants off or

anything like that but it'll be cool to see what they do with village and VR you

know take what they've done already and apply it to the future. For sure. Let's talk about

the game itself though and I do want to hone in on sort of the setting of this game first.

I think this is going to be a through line. Honestly with all these games I feel like

the setting is going to be the first major thing that we're going to look to talk about

throughout this whole season. This game like I said at the top really goes back to basics

Especially coming off of Resident Evil 6, which was the third third-person shooter game in the series, if you're not counting spin-offs and such.

The third shooter-focused Resident Evil game featured a lot of different characters,

and the scope of that game was you were bouncing all around the world and fighting tons of different zombies and bioweapons and yeah, crazy.

This game brought the scope back in, put it into a single manor/mansion/house, whatever you want to call it.

It's on a single property, sort of, until the end when you're on a boat, but that's...

I'm on a boat.

For the most part, this game is very similar to the original Resident Evil, where you are in one house and its surrounding areas.

and I love that personally. I don't know how you feel about this game's location being set in

the deep south down there in Louisiana, the bayous of Louisiana. I think it makes for a fantastic

setting. I think it makes for one that has enough similarities to the original Resident Evil where

you're in this sprawling property, this large estate that's got all these old strange parts of

the property that are built out. Like when you go to the old house which is where Margarita is at,

and you can see on the wall that that house itself was built in the 1800s. You are at this place that

is very old and there are a lot of weird aspects of this, of all these different locations you're

bouncing around to. But it feels interconnected, it feels cohesive, and at the same time it doesn't

feel like it's trying to, it's clearly trying to call back to the original Resident Evil

with its structure, but it's not so one-to-one that you feel like, it's not like a Force

Awakens to New Hope, where like you go see, I went to go see the Force Awakens, it's like,

"Wow, they really just mirrored the original Star Wars movie here." You can tell what they're

trying to do here in Resident Evil 7, which is kind of mirror the original game, but it's

not so blatant that I felt like that when I was playing it, I guess is what I'm trying

to say. It still feels wholly unique and like it's its own game, but there are obviously

things from the past that Capcom has drawn upon and brought into this one. What did you

think?

horror game it's spectacular really it is an immersive environment I wrote down

I wrote the house is horrific boondocks hoarder filth like it feels contagious

if I touch anything I will get sick which is really kind of leans into the

mold horror aspects of it and the beginning where you're first in the

house and you open the pot and a cockroaches on your like they do a lot

of stuff to indicate how filthy it is. There's good environmental storytelling here. You

know these people are sick, not necessarily from a medical perspective of we're infected

with a disease, but more they are initially portrayed as just psycho people. And then

later you learn what has happened to them. And we'll talk about that. I actually have

issues with that. So the environment itself, super spooky, greatly designed. I think the

way the house peels, the original house unravels itself is really cool. There's the kitchen

area and then you move into the main area and then you go to the basement. Basements

are always scary places. And how things kind of connect and tie back later, how you end

up in that workshop down in the basement at one point after getting some keys. It's all

tied together really well. I think some of the areas feel a bit tacked on later. I think

the old house, while super creepy and flooded with water, having that connect to the greenhouse

and Marguerite be like a bug plant later. I didn't care necessarily for the tunnel that

connected those two like that just felt kind of like mashed together and then

what part of the house is Lucas in like where he conducts is that just felt like

it's not it's it's the farm so he I didn't he repurposed their farm okay his

little fun house I didn't really understand where that space took took

place yeah but and then later obviously you go to the boat in the mine it just

but the core house I love and yeah the way and and the upstairs of the old house

Which feels like it should have been in the main house

Like those two areas felt very similar. So where you have to go find the arm and

Arm, yes, which is a

really great just a whole set piece up it reminds me of the moment in a

village with

Puppet doll house like that's their one section of the game where they're like

We're just gonna throw in a section here to scare you and that's all it is

Yeah, there's a lot of scary moments in the game, but that's like an on rails linear

Let's screw with the player in their head sort of sequence, which is great

And I have to say given the fact that I played half of this game back in in

2017 and then the other half today going into areas I had no idea about

Because I really didn't know what the back half of this game was at all. I hadn't heard anything

Or recall hearing anything about the boat or any of the other stuff

The unknown is a very scary and I think it's effective in this game. So playing this game fresh knowing nothing and

Then looking at the design of the house now, I think

Yeah, this game is spooky. This is

compared to Resident Evil 1 which is

Interesting in its own right because that games from the 90s, but this is a horror game first

It's it's whore and so survivor horror. It's horror

survival and

They lean into the ski. This is certainly the scariest

Focused Resident Evil that I have played to date

And I like that a lot. I

Mean I've played this game before and I knew what to expect and I was still

Very spooked out in many instances when I played this game even when I did my speedrun at the end

You know I'm not really taking anything seriously

Jack still chasing me around the house, and I'm like I don't like this stop stop

And it's just freaking me out for multiple reasons

He's more annoying in that I guess because I'll try to speedrun, but I don't like that man chasing me around

Don't like Marguerite turning into a big ol spider and screeching at me like it is very

There's a lot of creepy things in this game for sure. Even some stuff that is a little bit more...

I don't want to say straightforward, but...

Like even just some of the body horror stuff of the game. Like I think about later on in the flashback with Mia when she's with her partner that she's working with trying to keep Evelyn under ties and her partner's dying.

and he just starts barfing up black stuff everywhere. I'm like, "This is really creepy."

Like, it's very... it's not scary in the same way that Jack chasing you around or not knowing what's around a certain corner is creepy,

but just, yeah, the body horror aspects of this game are also frightening.

I think, too, in that same vein, like I think of when Lucas puts the cops' severed head in the refrigerator

and you can see that he was beginning to turn into a mold person. You've got like the half head, half

like you can see the cop's head buried within the mold person's...

I actually didn't realize that was the cop's head.

Yeah.

I realized it later when you go to his body and have to get the key out of him and he calls him a

pig and I'm like, "Oh, that wasn't just a mold head you put in the fridge, that was

his head."

Yeah, that was the

cop that Jack stabbed in the face with the shovel.

So yeah, there's a lot of creepy body horror stuff and it all kind of plays into the same

vein of what you were saying with that.

Everything's dirty and grimy and just...

Ethan loses his hand.

Ethan loses his hand.

This is actually a good instance to mention this.

Did you lose your leg in this game as well?

No.

Okay, so this is something I figured out.

And so we have not played Village yet for this season, so I'm going to mention something

from village but there's a very popular sequence in Resident Evil village where

Ethan gets his hand just flat-out chopped off and he puts it back on and

you just pour some goop on it and it's fine that exact same thing happens in

this game with his foot there is a sequence very early on after you escape

the kitchen when you're trying to get into that hatch beneath the house to get

away from Jack when you are first in the kitchen. Oh, by the kitchen, yeah. Yeah, so Jack, if

he catches you in that room, he will grab a hold of you and he will use the shovel he

has in his hand and he will chop off Ethan's leg and then he sets a medical, one of the

medical gel items down on the ground and he says, "Try using this and see what happens.

Ah ha ha ha ha." And he's like laughing and Ethan picks up his leg and puts it back on

and he pours the goop on it and sticks right back together.

But most people miss it.

I've played this game a lot of times and it wasn't until I was doing some research for

this podcast that I found out that that was a thing.

So I'm sure you're trying to look that up now.

I'm looking at screenshots of it.

There's Jack putting medicine down on the floor.

Fascinating.

So that exact same sort of sequence from Resident Evil Village that we were all enamored with,

and I think it was more apparent because that's an on-rails sequence in Village.

This is an optional thing that a lot of people, you're never going to see this unless you

get caught by Jack and I think a lot of people don't get caught by Jack.

But if you do, he chops your leg off and then you just pour it right back on with the medical

gel.

Which clearly then indicates he's a mold man.

It indicates he's very silly, it's a very silly game is what it indicates.

While we're talking about locations, I do want to talk about the boat in particular

and get your thoughts on this because this is the one wholly separate area of the game

for the most part. I mean we've got the farm which is, we can talk about Lucas's farm and

that whole area too as well because those are pretty different. I feel like we've talked

about the old house and the main house which is where Jack and Marguerite are at. Let's

talk about the boat though first and then we'll maybe talk about the farm and Lucas's

area. What did you think about this part of the game? Did you, because you had no idea

this was coming, you're playing as Mia now, you're piecing together what has happened

and learning more about Evelyn, but then you're on this scary boat where all this stuff went

down. And then there's multiple spooky sequences, spooky scenes in the past where you're seeing

how the boat got this way and then you're now on this area again. I don't know. What

did you think about this section in general?

I'm of two minds, two parts of me.

I like the spooky part of it, and I like playing as Mia.

I think that's a cool way to tell her story

and have her get her memory back or relearn what happened

and get context for the true enemy of this game,

the source of the mold, Evelyn.

But I do not enjoy having everything stripped down

and you just have to hide in the beginning. It switches to like, alien isolation kinda,

like, I gotta hide in the closet until I find weapons later on. So I wasn't-

Were you hiding that much? Yeah, 'cause those mold things chase you around.

Oh, yeah, yeah, yeah. You have no weapons, and-

You don't. And it feels pretty

elongated like you're going up and down and finding items and if you were being thorough

like me it's like well I need to use this corrosive on all the things so I'm going back to this floor

and getting items which is great carry that over I was actually worried we were going to lose all

of our items as Mia like when we switched back to Ethan thank goodness they give them to you

so that was at least somewhat fine it's it's a bit like the flashback part's a bit long in the tooth

- It is.

- So, I'm of two minds.

It's a little bloated, or a little boated,

but it's a cool place.

It's creepy, spooky.

I really have more of an issue with the mind

than I do the boat, because the mind just feels like,

"What, wait, why are we here?

"How is this connected?"

- The mind's just reconnecting back to the house.

- Yeah.

- So you didn't play the add-on Not a Hero DLC,

But that's where the entirety of that DLC takes place okay in the mines

So that comes back into play a little bit more the mines just felt super filler

I get we had to get back to the house, but it just felt like I really don't want

to be here and

All it really is is a hallway for mold men to come at me

Yeah, basically it's a it's a section of the game where they're throwing mold people at you and then giving you more

Backstory and lore info via the text documents. So I'm more

down on the mind than the boat but

Boat has some cool stuff going on. I do I generally agree with pretty much everything

You said I really like the creepy elements of the boat. I like playing as Mia. I like learning more about you know

Because by this point the game you still don't really know what's going on

Like you have some ideas and you keep saying I'm sorry and she's hinting at things that Ethan doesn't know yet

and so the boat being the part of the game where those answers come about is I

like the story beats of it and I like the creepiness and that

atmospheric nature of it

But I don't like how it is

Disjointed from the rest of the game because the one thing I do like about this game is I think it is very cohe

everything is pretty cohesive at the Baker estate and then they all sudden you're just on a boat and it's totally

Talking sort of shifts pretty drastic

Yeah, it seems like the game's ending and then all sudden you're on a big ship

It didn't feel like that fight with Jack was the final boss, but it also felt like the game was ending

It's more of a final boss than the final boss

Yes, absolutely. Oh

totally, but it just it felt like we were done like I left Zoe on the dock we were driving off into the swamp and

Then it's like surprise

Yeah, and you do see some mentions in some of the text documents lying around the Baker house

Up there being a ship and that's where Evelyn comes from like

Well, if you do a replay of the game you can pick up on those things and some of the docks sure that you find

Earlier, but I don't know how much you have to say about Lucas's section of the game. It's probably

Probably the weakest?

I don't know.

I mean, of the core Baker family, it's by far the weakest.

But it's not bad.

It doesn't end in a boss fight, it just ends in a boss fight, not the boss fight you think.

And I think a part of it is you solve the room before you get to the room.

That's the point though.

Did you do the whole thing again?

Or did you run directly to the lock and punch in the loser code and then go get the--

Uh, no, did the--ran and punch--punch the code, 'cause they knew it all worked.

So, yeah, if you play the VHS tape, when you get there, it's not changed, it's not different.

The only thing different is the board on the back of the wall where you have to throw the

bomb back through.

Yeah.

So all of the tension--all of the tension is sucked out of his entire encounter.

Wandering through the barn is super linear and you're fairly well stocked at that point.

I guess the only thing you really haven't faced before is like the big fat mold monster,

but that's super easy at that point if you have the right items, your flamethrower, your

grenade launcher, like you're good. It's not a tough fight really. And then you do the

VHS tape, which has zero tension because you know the tape ends in your death, but there's

no immediate pressure. And then when you get back there, nothing's changed so you just

He's gone.

Yeah.

And again, it's a hanging thread they have until the DLC I mentioned before.

So I kind of wish it was either more puzzle-centric, as in more puzzle rooms just kind of all connected,

or it was one bigger puzzle or you only knew part of the puzzle.

Like I just feel like they show their hand early in a safe way and Lucas's entire thing

has no stress.

I feel like that's part of why they do that though.

Like if you play through the tape you're supposed to then have one up on him and you know and

you can take advantage of that.

Like that's kind of the point at the same time is that, "Oh, Ethan's already seen this

and he knows how to get past this and he doesn't have to go through the same things that happened

to the person before him."

But I get your point.

It does make it redundant and then you're just kind of going through the motions.

I think the thing about Lucas is he's one of the more interesting characters in this

game as far as the events of the plot and what's actually going on and his whole sequence

doesn't do much to bring to light his involvement with everything that has been happening at

the Baker estate and everything that's been going on with Evelyn. His role in all of this

is pretty interesting and has some effects on the larger, he has more wide ranging effects

on the larger Resident Evil universe outside of just what's happening at the farm with

the people in question. With Ethan and Mia and Zoe and everybody else. But they don't

really hone in on those things until the DLC and until you've learned about this stuff

that I'm referring to and again a lot of the supporting files that you'll find scattered

throughout the game and you're like "Okay wait, there's some interesting stuff going

on here with Lucas but yeah after his whole section in the farm he just kind of runs off

and that's the end of it and you don't really see him again until you play the DLC with

Chris. So that's a bummer. That's yeah I don't know if they ended up coming back later with

the DLC and they're like oh cool now we can maybe do more with that or I guess what I'm

saying is I hope when this game was made Capcom wasn't intentionally trying to keep those

elements with Lucas hanging because they're like "we'll just release DLC later and do

that" and the DLC was free so it's not like people had to buy it so that's good. It's

not like they're jipping people out of money necessarily but I would have liked to have

seen more of his eventual plot arcs come to fruition within this actual game rather than

supporting content later on. Yeah. We've been talking about a lot of the characters. Let's

Let's touch on some of them as well.

I think this game has some of the most...

I'll say I think it has one of the most iconic characters on all of Resident Evil, which

is Jack.

Jack is great.

Jack is amazing.

Jack's one of the best villains in all of Resident Evil in my opinion.

I think he is fantastic.

His voice actor is fantastic.

He sounds both...

His personality of being both like, he's both creepy but he's like laughing the entire time

he's chasing you, he's got this southern drawl, "Come here boy!"

Like he's so, he's so frightening.

And he's unlike any other character that is really in this series until he inevitably

turns into a large tentacle goop monster at the very end.

With a bunch of eyeballs.

He's very unlike a lot of other villains we have seen in the Resident Evil franchise.

He is just this hulking tank that will not stop and will not die and he does not go away.

Even when you saw him in half he comes back as tentacle boy like I said later on.

I think this game in a lot of ways is made better by him.

Marguerite, she's fine.

She's not really in it too much to be honest.

Lucas, I kind of touched on him and my feelings on him.

And then we'll talk about Ethan here in a second,

but I didn't know if you had anything.

- Jack is great. - Say bye to Jack.

- Especially when he's chasing you in the house.

Like those are genuinely tense moments.

I do think there's some game design issues there,

but the actual character of Jack coming in the house,

leading this family, being spooky and coming around,

I enjoy all of it.

It's really fun, great, good tension.

The fights with him, he's really crazy.

Actually, Abby sat on the couch

while I did the chainsaw fight

where he has like giant scissors or whatever.

And that was freaking her out.

That was a really fun, tense encounter

with this crazy man character, super fun.

My beef with Jack is the end of the game

where in the flashback they retroactively were like,

Please save my family.

I really would have just preferred

they were crazy the whole time.

Like I didn't, this sympathy card at the end

felt really cheap and lame and I didn't care for it.

I like Crazy Jack and Crazy Marguerite.

I didn't care for we're possessed, please help us.

I just, I didn't like it at all.

It actually made me a little upset.

Well, I would push back and say that's one of the larger through-line threads of most

of Resident Evil, is that most of the bad guys are just normal, everyday people who

have been taken over by, I mean, all the zombies, all the various members, all the core, like,

obviously Wesker is...

Mr. X?

Wesker, and, well, like, okay, obviously certain bioweapon people are very, are like, like

Mr. X and Tyrant and Wesker, like these people are inherently evil, whatever.

But a lot of the general baseline enemies in these games, your normal zombies, they've

been taken over because of this plague that has been spread by Umbrella.

And Evelyn is a bioweapon and she has had the ability to infect people with her "gift"

they call it. So they really have been taken over against their will just like a lot of other people

in this universe have. So in that sense I don't think it's that out of bounds compared to what

we've seen in the other games. But I get what you're saying though at the same time.

- Yeah, it just felt super unearned. Maybe if there was more hints dropped about it or build

up to it, it just felt super cheap. - Maybe they could have just more explained

in accompanying files or something like that. Like what really happened to them and you

could have felt sympathy for them in the same way that you feel sympathy for uh what's the

character from RE1 Remake? Lisa Trevor. Like you have sympathy for her as a character and

they really contextualize that well through the files that you're reading and finding

and you start to realize that this is a tragic circumstance that has befallen her and you

feel bad for her and I think they could have done the same thing here with the Baker family

rather than putting a very to the point "I'm not that bad, it's just my, I've been taken

over and so is my wife and child."

Yeah.

Like that's a little on the nose to put that scene in there, I do agree with you.

But I like the, I'm not as against the idea of them being taken over against their will

by Evelyn because it does make it tragic in the same way that Lisa Trevor's story was.

I think Evelyn is more like Lisa Trevor than the rest of them.

Evelyn's off a rocker though.

Well, let me put it this way.

The Evelyn that was a child, the actual child Evelyn is a bit more tragic,

tragic in the sense that she has just been in a lab her entire life and

experimented with and on not so much old Evelyn, which-

Well, that is her.

That is her.

She makes people see the child version of herself because she's gonna make people

Hallucinate or whatever. Right, right. I get all that but I'm saying just

The the one in the flashback that is a girl on the boat. Yeah, that is the more Lisa Trevor like

great reveal by the way of

Her being old and actually being the granny that was popping up around the house when it clicks

When you for me it clicked

Did you think much about the granny throughout the game?

Like, there's another family member here.

Who is this?

- In the beginning of the game, yes.

Because she's popping up everywhere and I'm like,

oh my gosh, you're a terrifying woman.

When am I gonna fight you?

And then she leaves,

because you go other places, you forget about her.

Then you come back to the house and she's popping up again.

But you're used to this.

You almost are desensitized to her as a threat,

which is super smart on their part.

And then, for me, you read the note and it's like,

"Evelyn's becoming old now."

I'm like, "Well, she doesn't look old."

Like, it didn't fully click.

It was when I came back into the basement.

It wasn't even like this flat.

It was like the, (snaps fingers)

oh my gosh, she is Evelyn.

Great moment, great reveal.

And it's just the right level of surprise twist.

It's not some convoluted,

"Oh, I was secretly doing this the entire time."

It's just, there's Evelyn.

She was here the whole time as Granny.

I wonder what would happen if you shot Granny.

I mean, she wouldn't die, obviously.

But is, oh, the reticle would go away?

- I'm not sure, yeah, I don't know if it lets you.

- But good reveal, Evelyn is a satisfactory villain.

I think in the context of "Resident Evil,"

You know, she's fun as a source of mold.

- Making a child the villain too is something that we've...

There's some other games that kind of

toy around with that idea. - I think the closest would be,

from what I've played,

the closest is obviously Lisa Trevor.

She is a boss in some context.

You don't have to fight her.

You can just kind of let her go.

But it's the same concept, I think,

expanded upon fully in a game.

'Cause in the remake, they add her from the original.

She wasn't in the original.

This is a fully fleshed out idea as a child as a villain,

which is also another just horror trope feels almost mean,

but it's like a horror thing, trope.

It's the only word that really applies.

To have a kid be possessed in a villain and stuff.

And they do well with it here on their first attempt

as a full main villain.

- Let's talk about Ethan.

I don't know if you have any strong opinions on Ethan,

there's even much you have to say at all because I think he's just sort of is

supposed to feel like he's supposed to feel like an everyman he's supposed to

feel like you are the person who's in this situation. Yeah. People have hated on

Ethan for a long time I think from this game like oh the game was good but Ethan

sucks and Village it does some things just change that and play around with

that idea play around with that response that fans had but I've never disliked

to Ethan. He's not a silent protagonist because he's obviously talking and he's

great lines. Integral to the story. He does have very good lines. I think he's pretty

well written for a faceless protagonist. And I don't really have anything bad to say

about him as the main character of this game. And I think it's important to recognize

when this game came out, which is after Resident Evil 6, which featured pretty much all of

the main, not all, but a lot of the main characters from the Resident Evil series

were in 6 they're like okay we've been doing different games where 4 is focused

on Leon and 5 is focused on Chris what if we put one game and all of them were in

it yeah that's a great idea and then that game sucked and no one liked it

what will we think about that game find out later in the season when we play it

but that game brought a lot of them together and then it wasn't received well

and so Capcom's like well we gotta go back to the drawing board and we'll just create a new

character he's just going to be sort of a blank slate. I guess what I'm saying is

this could have gone way worse than it did with him being the central role and

I think for what they were going for Ethan being the central protagonist

actually works quite well in this game and it works very well in looking at the

larger franchise and this being a reboot of the series as well which is still

to touch back to the other games. All in all, Ethan's solid. He's not amazing, but he's

not bad either. But he does well in his role as the main character.

Being a first person game, and a VR game, which, naturally first person, but being those,

it feels important to have a blank slate, or as much of a blank slate as possible because

you were being put in the shoes. They're putting the gameplay on the stick, right? Or on the headset

in your controllers, in your hands. And so it has to be adaptable to whoever is playing the game.

But Resident Evil, from what I have played before the show and during the production of the show,

The cast is vital to Resident Evil.

There are characters that people love

or enjoy a lot from spooky elements and stuff.

And I think the rest of the cast does a lot of lifting

to help keep Ethan as moldable as possible.

So, I like Ethan.

And I think what they do with him in Village is super fun.

And, you know, maybe there will be more Ethan someday, maybe. Who knows? I don't know.

From based off the end of eight, who knows? But I like it. It's a good, clean slate for

people to just slip right into. And it's effective. And I think that was probably really tough

for them to balance in the design phase. Yeah, I do too. I think that was probably

a really difficult element of this game. The other thing that I think was really difficult

was just making it first person in general, which was something you started to touch on.

But that's the other major feature of this game is that they do shift it to first person.

And the way we're playing this for Chapter Select here is different because we're starting

obviously with an original game and then jumping to a first person game.

The first person games are not common in the series.

There are two of them to my knowledge.

Or maybe... is there a third?

I don't know.

I'm not counting other spinoffs or anything like that.

There's two mainly.

I mean, Resident Evil 4 VR is a first person game.

Yeah, okay, whatever.

It's a first person.

There's only a couple of them.

Yes.

And this is what started it.

So I think as a first person game, this game really succeeds as well.

I think that's another...

I think there's just...

A lot of this game on paper I think was a recipe for disaster.

Like "Oh, we're coming off of Resident Evil 6.

didn't do well, uh, let's go back to the first game and we'll do that again and let's change

the genre because I don't think people like the shooters anymore so we'll just completely

shift the perspective to something new and we'll put a new character in the main, like,

everything on paper with Resident Evil 7 could have blown up big time in Capcom's face and

a lot of the original demos for this people were kind of, maybe not critiquing, but there

There was a lot of, you could tell that they were drawing a lot of inspiration from games

like Outlast and other first person horror games that were around that time that were

really seen in the early PS4 era.

So it was like, okay, is this going to feel like Resident Evil in first person?

Like are they still going to have that Resident Evil juice in this new game?

Or is this just going to be Capcom trying to play the, like, copies and things like

Outlast?

Or what is the Machine for Pigs game?

What is that? That's the one I think of for some reason. Amnesia. No, Amnesia. The Dark

Descent.

>> BRIAN KARDELL-MULLER Amnesia. Dark Descent and Machine for Pigs. Yes.

>> JONATHAN Yes. Those two games. Those are other...

>> BRIAN KARDELL-MULLER Eternal Darkness is the GameCube game. Not First Person.

>> JONATHAN Yes. The Amnesia games were other big first person horror games that were around

that time that were doing really well. And so that was the concern coming into this is

that Capcom would just try to mimic things that were popular in the survival horror space

at the time.

They would lose Resident Evil in the midst of that.

And that's totally not the case.

This is a first person game, but it is also inherently a Resident Evil game.

The puzzles are still there.

All these things we have written down, the puzzles are still there.

The inventory system is still similar to the previous games.

The way you are getting around this world, you gotta, "Oh, I found a scorpion key.

I can now open scorpion doors."

like all these main things that are synonymous with Resident Evil and have been for decades

are still present in this game and it even though the perspective has shifted it doesn't

feel like the formula has been lost which is great I love that personally.

Being the first Resident Evil game I ever played this is kind of I'm almost approaching this backward like yeah this is Resident Evil to me and I see it's funny this happened to to me as well was Zelda. My first 3D Zelda game was Wind Waker and then I go back and play Ocarina of Time and I'm like, "Look, they took the Wind Waker chest animation and put it in Ocarina. Ohhhhh." So playing Resident Evil 7 first, in the games I've gone back to, it's like, "Oh, this is where it comes from." Or, "This is how these systems come from." So, to me, this will always be Resident Evil on some level. There are some first person things though that I think they don't get right. Do you not like the shadow puzzles?

Shadow puzzles are fine. There's like two of them. The puzzles in this game are a separate thing, but first person, doors. The door stuff in this game is janky. There are times where you're pushing on the door and it's like, are you caught on the door frame or not? Like, They didn't get the doors quite right, at least playing with a controller and not VR.

Doors, Lil' Jank.

Sometimes you don't know if the door is locked or not, the map isn't indicating it, so you don't know if you're just pushing it wrong.

You definitely get stuck on things in this game that are not super great.

So not necessarily a fan of that.

I think it's kind of my biggest first person.

The rest of it's more just scenario and level design.

But the door thing really kind of upset me

at a lot of points.

- Well, what do you have to say about those elements?

You said scenario and level design?

- I think they do too many

singular paths or approaches,

and then they box you in, and you can't get past,

like in the basement or something,

you, a mold man, will drop down from the ceiling,

and there's Moldmen behind you, so you're boxed.

And you don't have any ammo, and it's like,

well, you could run past them,

but they take up the whole hallway,

and kinda like the doors,

you can't really squeeze past them.

You gotta shoot 'em to stun 'em to run around.

It feels more janky than in, say, Resident Evil 1,

where you could shoot a zombie and then run around it.

Running around a zombie in third person

is easier than running past a mold man and first person.

I don't think because of challenge,

I think because of some level design

and just perspective in things.

So I felt trapped more than I think I should have

and not from a, this is hard or a challenge,

but more I'm stuck on the wall and I can't get past it.

So I definitely died to that more than once.

'Cause you even text me one time,

you don't have to waste your ammo,

you can just run past them.

I can't run past them if they take up the whole hallway and there's no room to squeeze.

There are times I did that.

As somebody who played on Madhouse, I'll tell you right now, I had to do that more than

once.

I believe it.

And it just, to me, it felt crammed in an unfair way.

That doesn't mean it's not hard or difficult or...

Yeah.

It's just difficult, I think.

You're presented with a hard choice.

I don't think, I guess to push back on what you're saying, if they made the hallways bigger

or it was less cumbersome, then that's an easy game.

And you're supposed to feel a little stressed when you're trying to get down a singular

corridor and there's a villain in front of you and you don't have enough ammo.

That's the survival horror aspect of it.

There's no way out.

You're put in unfair scenarios I think.

Because it's not like you can turn around and go the long way around.

I mean you can in some scenarios, but there's also just, there's enemies on both sides.

You're stuck in the hallway, you have no ammo, and it's not, like, you can't run past them.

You physically cannot.

And it's, in other games you could try and run and avoid being grabbed or, you know,

sometimes enemies would still grab you.

It's just, it felt unfair at times.

Or Jack would be in the hallway and like, the only way to get from the save room to

the main corridor is down the one hallway and he's just camping down there

at the end it's like what am I supposed to do here lure him out and then he

maybe goes and wander somewhere else there just felt some like one hallway

scenarios that's why the good Lord gave you a block button that you press the L

one talk about that up your arms we can because it's I'll tell you right now I

don't know if you have anything to say about it it is vital in madhouse that

became my best friend. Blocking became my best friend. It never worked for me. Like you're never going to totally

uh I should say when I played madhouse I had one of the defense books on me which is a bonus item

you get for beating the game once and if you block it does reduce your damage a little bit more

when you block so that was one boost I did have while playing madhouse. That being said everybody

hits like a tank in madhouse so but still blocking became very integral in my playthrough that I did.

It has to be, I would think, on Vital. But I'm telling you, man, again, maybe I'm just terrible at blocking or whatever.

But I'd hit the thing, and then I'd be like stabbed or thrown around or pushed back onto the ground.

I'm like, "What is this doing? How is--"

Are you trying-- Were you trying to time it as like a parry or something?

No, I just held it up.

Okay, yeah.

But I just felt like I was still getting my teeth kicked in.

And not like my health's going down, like throwing around like I couldn't do it.

Yeah, you still get-- You still get messed up, you just don't take as much damage, I think, as a result.

But they can still smack you around.

It didn't feel very effective. I was not a fan of it.

Didn't really use it because I felt useless.

Yeah, I think it just mainly diminishes the damage you receive.

But they can still have it on your character model.

I think we've touched on a lot of things here.

We wrote down some other things. I didn't know if you had anything to say about the inventory system.

It feels very similar to the other games.

I like how you can inspect the items a little bit more closely in this game compared to some of the others.

To me it's interesting, it feels like a half step between older Resident Evil games and Resident Evil 4.

You're not really managing the rotation of the items, they auto-rotate.

And really the only thing is is your quick equipped items or your shortcuts or whatever go vertical and everything else is horizontal.

So there's a little bit of a little bit of space managing but not a ton. Yeah, so you didn't have to think about it

necessarily too much

It never got to the point I felt in Resident Evil 1 remake where it's unfair

Put things away. There's plenty of boxes

So it felt good. It was a decent system the crafting was

Slightly interesting I never really did anything with the psycho stimulant stuff so that

- It's definitely an unnecessary part of crafting,

but then there's different ammos or levels of chem fluid.

So it was good, it wasn't the best,

but it was good for the type of game

we were dealing with here.

- I actually really like the weapons in this game

because I think there's enough of them,

but not so many that it's overload at the same time.

Like there's about, off the top of my head,

there's like six to seven items I feel like in the game,

Like two shotguns, a grenade launcher,

and then you're counting,

are you counting the Magnum as a pistol, I assume?

- Yeah, the one in the cage.

I didn't get it, but.

- Oh, it's a beast.

- That's great. - That's what it says.

And then there's two other pistols and the flamethrower.

So seven, and then bombs and a machine gun by the end.

- Yeah, you get a machine gun, I guess, towards the end.

- Yeah, but that's typical.

- And then you can get some other weapons

in the secondary runs if you complete certain things.

Like the gun you pick up at the end to kill Evelyn.

If you beat the game, you can get that gun

and run around the house and blast everybody with it,

which I did, I had in my run.

It's called the Albert.

It's pretty great, but even that was not good enough

to kill everybody in Madhouse.

Madhouse was rough.

I know a lot of people, just to talk a little bit

about my Madhouse run real quick,

we don't have to spend too much time on this

because I know you didn't play in this mode.

So Madhouse changes certain factors of the game.

Like, for instance, in your own playthrough, after you fight Jack in the garage, he doesn't

show back up for you until you go in the bathroom and drain the bathtub, right?

Mm-hmm.

Yeah, he shows up right away for me the second I get back out in the main house.

He's running around, ready to go.

So...

I don't like that.

No thank you, sir.

You're a sneaky man.

Stay away.

But other thing in conjunction with that though the scorpion key rather than putting the scorpion key

down uh

In the basement on the body. Do you remember when it on that location what i'm referring to?

I believe so. Yes, because you have to go because in the easy mode

What you have to do is you have to go to the bathtub

get the uh

I think the big uh shadow door thing open the shadow door go back through that back way

And then you go through the back hallway and then you can go into the basement and then in the basement

There's the scorpion key and then that lets you get back out in the main area

anyway in

Madhouse the scorpion key is in the middle of the room and it's in one of the bird cages

So you have to put three antique coins in it in order to unlock it

But however, there are 30 antique coins in madhouse rather than 18. There's like 33

I think so

So there's more coins in Madhouse mode.

But you have to use those coins to get the scorpion key.

So basically what I did was I went out in the main hallway, opened the scorpion key

right away.

The second you open the cage, Jack busts into the room.

You have to go open the scorpion key door, get out of there, and then you can go downstairs

and try to do the chainsaw fight with him right away.

That's basically what I had to do because I couldn't run around any of the house because

he was just going to be there ready to kill.

Yes, he was a huge threat. So I in my own playthrough. I went to the basement

I was like, all right

Let's square up and fight now so we could get this done with this is the first thing I did

He's just tried to kill him to get him out of the way

So that's I mean there's like little differences like that throughout the game and then obviously that

Everybody hits way harder. Everybody takes way more hits

It's really really difficult, but it's a very fun way to play the game. Also saves are limited as well. So I had

Cassette tapes you can only save it to cassette tape players if you have cassette tapes on the hand similar to the increment

So I still ended the game. I was saving pretty frequently and I still had probably

I want to say like five cassettes by the end of the game, so I never

Yours you're stressed because you don't know when you're gonna get more of them

so you don't want to save too much and I felt like I was saving a little more than I needed to at times and

and there was still always more for me to find. So I never actually hit zero cassette tapes,

and I was like, "I don't know when I'll be able to save again." But yeah, it's a fun mode to play on.

I definitely recommend it, and it gave me a lot of those OG Resident Evil vibes, especially with the

saving methodology and stuff like that. It's fun. >> BRIAN KARDELL, Ph.D. I think if we weren't

playing so many of these games, like we weren't playing them all back to back to back,

I would have jumped into a madhouse. This had a similar feeling to me as I did with Resident Evil 3,

actually earlier this year when I played that on my own Volition, and I just kept playing that game

and got the Platinum in it. And I think if I was playing this of my own Volition here in 2022,

by the end of the game I felt like I want to do this, like I'll go for the Platinum in this,

you know, two more playthroughs, I got this. You could do two more.

Yeah, so that's an enticing hook and there's always that the thrill of the

challenge. Would I have gotten through Madhouse? I don't know. I would have

followed a guide of course, but yeah it's definitely an enticing game. There's that

loop that you still want to go back. I think you could have got through it. I

would have coached you through what to do. I would have told you to go do your

under four hour speedrun because if you do that then you get a

Spinning saw of some sort and that thing is a monster in madhouse you can basically one-hit everything

It's kind of like having a handheld chainsaw. It's like having a rocket launcher in re3. Yeah

Yeah, you can basically the boss fight with Jack in the basement. You don't even need to get the actual chainsaw

You can just take the one you've got to his head and it kills him right away. It's pretty great cool

That's pretty awesome. So but you need to you need to beat the game in under four hours first

So if you did want to plat in a minute go do your speedrun

Don't heal play on easy mode. That's not that hard either. That's a very simple

I beat that entire my easy mode speedrun without using any

Healing items gotta be a good gamer a couple other things

I want to touch on here and then maybe we'll start looking to wrap up

I do want to talk a little bit more about the boss fights and also let's talk about enemy variety

Because let's talk about that at first because I feel like there is none

It's mold boys in crawling mold boys and then some fat mold boys

And that's all you got and that's probably one of the weaker elements of the game for sure don't forget

the worst villain of enemy in the game

The bees wasp whatever. Oh, yeah, those are

You cannot kill them without taking out the hive. They just never stop hitting you.

They block key paths.

Especially when she shows up, Marguerite does.

Screw the bugs.

Screw them.

They're terrible. I do not like the bugs. I don't like her being the bug lady. I don't like the bugs stabbing you.

Especially on my madhouse run. That was not fun. That takes like half your health right there.

Yeah, there's just not a lot there. You get tired of killing them old people by the end of the game.

Bosses on the other hand I think are pretty fun.

Jack I think is obviously, the garage fight's great.

The fight against Mia early in the game, when she's got the chainsaw, is pretty intense too,

because you still don't know really what's going on. You just got your hand chopped off.

I know that's a little bit more of a smaller engagement, but there's a lot of high stakes in that moment.

the game really comes out of the gates in a very strong manner, I believe, with that

whole sequence where you're like, "Oh my gosh, I found my wife! Yay, we can get out of here!

Oh no, I have to kill my wife with an axe now! Ahhh!" Like, it really comes out of the

gate in an awesome, awesome way. The first 20 to 30 minutes of the game are, they set

the tone quite well. But all of Jack's fights are great, except maybe for the one where

you gotta shoot his eyeballs and he's a big tentacle dude. The Marguerite fight's fun, I think.

I mentioned before but the final fight with Evelyn is not... it's probably the worst one in the game.

There's really... you just shoot her face with all the ammo you have left that you've stocked up on

you and then you get a... I looked up a guide for that fight to trigger that fight because she's in

the attic screaming and I'm blocking because the game is prompting you to block and I'm trying to

walk and it just keeps pushing me all the way back. Apparently you have to run there.

It did not occur to me. It didn't. It was not. Anyway. And again, an example of blocking

being bad. Even when they tell you to do it. So, but the polygon guide that I, the first

result came off, the sections for that fight was shoot her face. Periods. Great guide writing

by the way. I loved it. I was like, this... Bravo. Great guide writing.

Yeah, the final Evelyn fight, even on Madhouse, I did not die to it. I died, like you said,

when running towards her because her little blast she does in child form can one-hit you.

Well, luckily there was a checkpoint right next to that, so that wasn't even a big deal

for me. But yeah, it's just, shoot her in the face a whole bunch, and then Chris will

toss you a gun, and then you shoot her in the face some more, and that's all there is

to it. The Marguerite fight I think is very fun because it is in that greenhouse and she's

running around and you don't know where she's at and she's popping out the windows and she's

popping out the ceiling. I like that she's spying on you and you're trying to scan every

aspect of the environment to try to figure out where she is at and you keep hearing sounds.

I don't know. I think it's a good fight. It sounds like you moved throughout the house

in that fight. Sounds like I played it on Madhouse and I had to so yes. I just sat

in the corner. Yeah. And she just eventually would come and I would shoot

her. I didn't. I did die toward the very end. It kind of I wish there was a better

indication for the status of bosses, their health or current condition. There are clear

like phase triggers where they do some animation they haven't done before and you're like,

"Ah, I know I'm in the next phase." But each boss doesn't have a clear indication

of how far along you are. And so I'm a little, I wish there was something more with that,

But we'll see how it goes.

Yeah, the blood on the screen is something that got really annoying to me with that as

well because I immediately went to the options and toggled it down to "as little blood that

can appear on the screen as possible" is what I want to see on the screen.

I didn't even know you could do that.

Oh, shut up, because that was annoying.

It makes it that much harder to know when you are dying, I guess, but it's less annoying

than having your screen shrouded in blood constantly.

And again, because I was playing on Madhouse, there were some sequences where I was trying

not to heal and I was trying to see how long I could last before I had to heal.

So I immediately went in there and you can't toggle off the blood on the screen all the

way but you can dial it back just a little bit I believe.

Yeah I don't know, all in all I think most of the boss fights are good and there's not

too many of them as well.

I like that, again, as we said before, everything that's great on that front, I do believe,

centers around Jack.

Whether it's the fight in the garage, the fight in the basement with the dueling chainsaws,

or even, I mean he's not really a boss when he's running around the house, but he might

as well be.

You can't kill him.

You can just kind of knock him down and put him out of commission for a couple minutes

and that's all you can do.

Did you do that by chance?

Did you ever try to fight him in the actual house?

No, just ran away.

Okay, so everything, all the great boss fights I believe involve him, but I wanted to talk about

Music and sound design real quick, and then we'll get into some wrap-up stuff

Because very much like Resident Evil 1 like we talked about I think this game's

soundtrack is quite good, and I think

the sound design is immaculate and

Especially in VR. That's why I can't play this game in VR is because

It's one thing having it strapped to my face. It's another thing having all

the sounds of this creepy manor

Like it's so the way they do the sound is so good and you can hear Jack stomping around in the same way that you

Can hear mr. X stomping around at the police station Resident Evil 2?

All the creaks all the noises of the house settling all the different just there's so much going on the sound design in this game is

Truly truly immaculate and it's one of the things that I think is so good throughout the entire series

And I'm sure I will praise this with a lot of the different games

But I I think of the ones that I have played and do remember playing I think Resinule 7 might be

one of the best of the bunch in this manner I

I played most of this game with headphones on because I was playing early in the morning and

I couldn't really have it on my speakers

So I really did get to kind of immerse myself in the 3d sound

That helps a lot like with what you said with the jack or where enemies are placement wise

so that was

Actually a quite useful tool, but it is super spooky. The sound design is is great the horror design I think

The but the rest of the soundtrack I really couldn't speak to it outside of the save room

I I don't and the opening you music's great

I

Honestly don't remember it. I remember the song that starts when you boot the game

because it comes in and just like

Talented and I'm like, oh my gosh get me out of this menu. So

the the save room

reminds me a little bit of The Last of Us.

It has like that weird out of tune twang kind of strum.

Like feels a little bit inspired by that

or No Country for Old Men, which inspired The Last of Us.

So that was a little interesting.

I couldn't tell you a single song for the rest of the game.

So.

- Yeah, I mean the save room music is always

what's at the forefront and there's not a lot of other,

most of the game is that like the presence of music

this game is meant to be uh is meant to soothe you more often than not yeah but there are still

a lot of a lot of it is sound design based to which i still yeah like i said it's very good

i i i i cannot imagine playing this game with headphones on like you did that would have

bothered me quite a bit i just can't do that it that was when i originally played this game i did

play in VR for probably the first two or three hours and I just couldn't do it after a bit.

It was just too much. I didn't want to walk down any hallway because I heard noises and

creaks and things crawling around and scurrying about and no, no thank you. It's worse. Your

mind makes it worse the things you can't see compared to those that you can't. Like when

a mold person actually does drop in front of you, you're like, "Ah, okay, I'll shoot it."

Like it's not that scary facing off with an actual enemy once they show themselves.

It's more horrifying not knowing what is around the next corner.

Yeah.

And yeah, these games have always done a great job of that.

Let's talk about the legacy of this game and begin wrapping up here because I think that it's,

there's a lot of things, this is something we always do throughout Chapter Select is talk about

the legacy of whatever game or movie or piece of media that we are talking about in that given

episode. Legacy is a through-line topic in the show. With this one though, I feel like our

discussion is going to be much different and it's going to be because of some of the things we've

touched on in the past and maybe one thing we've not touched upon so abruptly is the Resident Evil

engine, the RE engine that this game is built on. We mentioned it kind of offhand, or at least I

did but this engine has gone on to really be I mean Capcom has built

everything around this engine in recent years this went on to be the engine

obviously in the sequel with Resident Evil Village but it's the same engine in

the Resident Evil 2 remake the Resident Evil 3 remake it's gonna be the same

engine in the RE4 remake it's the engine is this the engine in Street Fighter 6

by chance it is it's the engine for Street Fighter 6 Devil May Cry Dragon's

Dogma. Yep. It has become Capcom's main engine. And I think, this is actually a story I want

to write for my blog, and it may be up by the time this episode's out, because this

is months from now, but RE Engine is one of, if not the most flexible proprietary game

engine out right now. It is across all major platforms from the PS5 and Xbox

Series X PC down to the switch. It's coming to Apple Silicon you know which

is a big deal for from a game perspective so it's coming to Apple's

proprietary chips there so theoretically it can then be applied to phones and

iPads and stuff. It's a VR engine. It's got the frame rates, the ray tracing, action,

horror, fighting, strategy. It is so wildly flexible across their entire line. It's honestly,

I think, a technical marvel. And it all started here with Resident Evil 7.

>> Yeah, this engine is more important than this game. And this game is important in its

own way and we can touch on that more in a second but yeah like here's everything I mean

we'll just run down the full gamut of everything that this engine has done since it first appeared

in Resident Evil 7. It's gone to do Resident Evil 2, Devil May Cry 5, Resident Evil 3,

Monster Hunter Rise, Monster Hunter uh sorry Monster Hunter Rise, Resident Evil Village,

Resident Evil 4 remake, it's going to be an exo primal that new dinosaur shooting game

they've got coming out, it's going to be impragmata which is an upcoming game we still don't know

much about Street Fighter 6 and then yeah Dragon's Dogma 2 as well.

You didn't mention Ghost and Goblin's Resurrection.

I did not mention Ghost and Goblin's Resurrection because I don't think most people even knew

that game exists.

But yeah, it was that too.

Yeah, I mean it's 2D, VR, 3D, Switch, PC.

Crazy cool engine that just has-

EA Wishes Frostbite was like this.

Which is the engine they pushed on people for so long.

Like Mass Effect, you have to use Frostbite.

Battlefield, you gotta use Frostbite.

FIFA, you gotta use Frostbite.

Anthem, yeah.

They pushed their engine on everybody and their devs were like, "No, we do not want

this.

Everybody at Capcom is using this engine happily because it is clearly very good."

And I think in a lot of ways that is this game's legacy.

And yes, there's a second element to it here which we're going to, we'll bring up here

in a second but this engine is more important than this game because this engine has led

to a Capcom renaissance and much of that renaissance has come about because of Resident Evil like

you can't undersell the success of the Resident Evil franchise since this game came out but

that engine, I mean Devil May Cry 5 was a huge hit, Monster Hunter Rise on Switch was

a huge hit. Exo Primal I don't know about, and neither, same for Pragmata, but like Street

Fighter 6 looks great based on everything we've seen so far. Dragon's Dogma 2, people

are jazzed about that game. I mean, everything they've released with this engine has gone

on to be a pretty major hit. The only thing that they have released within recent years

that was not built on this engine would be Monster Hunter World, I believe. That was

of the only major games they've released within the past couple years that wasn't built off

the back of this engine.

And I would bet the next major Monster Hunter game is off this.

Yeah, but the next major Monster Hunter game could very well be RE Engine.

Because again, they did it for the Switch iteration of that Monster Hunter Rise, which

is very similar to the PS4 and Xbox One game that was so popular a couple years ago.

That's one element of this game's legacy.

The other elephant in the game's legacy is, we talked about it before, but not only did

this game kind of save Capcom, but it really saved Resident Evil.

Resident Evil was, I mean, Resident Evil had not been around for, I mean, how long, when

did Resident Evil 6 come out?

It came out in 2012.

So Resident Evil had been dormant for five years by the time that this game came out.

Now we can't even go 18 months without a new Resident Evil game, if that.

Because since Resident Evil 7 release, I mean, that was 2017, since then 2019 Resident Evil

2, 2020 Resident Evil 3, 2021 Village, we're skipping a year here in 2022, which is when

we're recording this.

Resident Evil 4 Remake though is going to kick off early next year.

And then...

And there's the DLC for 8, which is this year.

No, it's not that game.

That is this year, yeah, yeah.

No, they have done things. I mean, they're adding new content to Village, new DLC, new

game modes with the third person mode. REverse is finally coming out. So like,

we're getting new Resident Evil stuff every year. And so...

And it's good Resident Evil stuff. Consistent quality.

Yes. Yes. This is not Assassin's Creed getting annualized type levels of derivatives. At least

Not yet, please. God, don't let it come to that. But yeah, it's all been high quality stuff. It really saved

the series in a lot of ways

And I think that's owed to this game if this game had come out and like I said before it was really a recipe for I

Don't want to say it was a recipe for disaster exactly

There there are some clear things that could have gone wrong with this game though

Hmm on a lot of risks were being taken. Yes the design the approach

the reveals of this game, like it wasn't initially revealed as Resident Evil 7, there was, you

know, teases and different things like that, but clearly they went, they tried a lot of

new things at once, where I think other developers with such storied franchises would not necessarily

do so much new at once. This was make or break, to a certain degree, and it made.

Yeah, it broke in their favor and it really saved the series.

And I think Resident Evil would have always been relevant because those original games

are still so popular.

So even if this didn't turn out well, and let's say they feasibly still go on to do

the same thing, which is remake 2 and remake 3, then I think those games would have been,

you know, fans would have still latched onto those games because Resident Evil 2 and Resident

Evil 3, those original first three or four Resident Evil games still have so much love

behind them from the fans.

But this game really showed that the series could evolve and become something new moving

forward.

And even as we're recording this, like obviously Village has been out and we'll do an episode

about Village later in the season, but I mean we're gonna get a ninth mainline Resident

Evil game at some point and...

Like a couple years ago it didn't even seem like seven was feasible because that's just

how bad six was and how much six flopped and now it just seems like we're going to keep

getting new mainline Resident Evil games for the very... I don't know. They would have to start,

they would have to put out a couple flops in a row for them to really start rethinking their plans

for this franchise. This is very much going to be a consistent thing that Capcom puts out every two

or three years as a new one of these games. And a lot of that is owed to this game. Absolutely.

This really might be, I don't want to say the most important, but it's probably one of the top five

most important games Capcom's ever released just because of what it has done for that company.

Mm-hmm. It has introduced a technological

renaissance in the company and revived their one of if not their most important IP.

Yeah, I really think you cannot undersell this game's importance specifically to Capcom.

Yes. And for fans like myself who

grew up playing all of these games and liked them all and was disappointed by 6.

So, hmm. And I think that wraps it up for Resident Evil 7. Thank you so much for listening.

If you would like to follow the show, you can do so right in your podcast player.

Wherever you listen, that would be super helpful. And you can also follow the show on Twitter @ChapterSelect.

You can follow Logan on Twitter @Mormon12 and his writing over at ComicBook.com. You can follow

myself on twitter @MaxRoberts143 and my writing over at MaxFrequency.net.

And until next time, adios!

Chapter Select is a Max Frequency production.

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

Season 5 is hosted by Logan Moore and myself.

Season 5 is all about Resident Evil.

For more on this season go to chapterselect.com/season5.

the show at Chapter Select and check out previous seasons at chapterselect.com.

All right, let's pull up, just keep keep it rolling because there's actually one

more thing I wanted to talk to you about. About Resident Evil 7. That didn't come up and I

didn't know how to fit it in there without keep rolling because it took it

just didn't feel right to force it in. We never talked about Umbrella.

No we didn't.

Umbrella is in the game only really at the end.

There are a couple of things that feel very umbrella-y, where especially when you get

the arm and then your watch goes target acquired, like that's a really good what's going on

kind of vibe.

But the way this ties into the rest of the Resident Evil world feels so disconnected

And I think it's intentional because again, it's a reboot.

We just talked about it, but what has the resident evil, you know,

fan here. When you feel about, cause it's like an eight,

there are umbrella icons everywhere.

Like umbrella has a bit more of a heavy presence in eight. Yeah.

Here it is solely by the lab at the end and they don't even say umbrella in

there. And then the helicopter. Yeah.

Then you got the blue umbrella stuff with Chris showing up. Uh,

And we didn't talk about Chris really showing up, but I don't think that's really...

I mean, especially since we didn't play the DLC, I think that's where that stuff kind

of gets touched on a little bit more with Chris and his secret agent boys.

Yeah, I don't know, I don't really...

I don't think...

I didn't bring up anything related to Umbrella because I just don't think they're all that

integral to this game.

They just seem so essential to Resident Evil as a whole.

They are.

strength shown here is strong it is because they could have just come back

and like how do we want to reboot it well let's just make it where umbrella

did something else bad again and I mean hold out what they did kind of but I

don't even know if Evelyn stems from umbrella oh to my knowledge seems like

it let me see the yeah she was uh conducted by the connections she was

made by Miranda so that's her connection who is oh she's made by the fam notice

she was developed by the connections which is the connection it's another

group are they owned by umbrella sort of yeah it's a crime syndicate founded by

Brandon Bailey yeah this stuff is fleshed out more in village that's kind

of why I didn't bring it up okay who's Miranda again oh she's like the crow

some of this some of this stuff is fleshed out in like the revelations games

do I think because that's where the mold stuff stems from mold mold is discussing

The moldy people start showing up in the Revelations games.

So, yeah.

I think I'm gonna play those, actually, by the way.

I bought just two.

I just need one.

I'm just throwing it out there.

I don't know if we wanted to do content for it, and since we did not talk about doing

that, I was thinking about just playing it myself, just for the heck of it.

Well, take notes, and if I decide I want to play them, then we could do a bonus member

episode kind of loose on it, nothing hardcore.

But if I don't play it, no problem, and you still get to play it if you wanted to.

Sound good?

Like me with RCS.

I have notes and footage of RCS, and you're like, "We'll play, maybe."

Yeah, I'll take notes.

Just take notes, and then we can refer back to it if I decide to play.

Um, obviously I'm gonna start four soon.

Um, play more Pokemon.

I'm playing four, that game's fun. How many chapters are in it? Like five?

Five. Yeah.

That's what I thought. Yeah, I'm on like two- Five and like three or four parts of a part.

I think like I'm on five dash five right now.

Wait, what?

I'm sorry. I'm on five. I'm on two - - I don't know. Okay. I was like, holy smokes, dude

You're done with the game. I

Played the whole video game today now

Yeah, I'm on like two - one or two. I

Am I'm about to get Ashley is what happened. I am. Yeah, I'm about to get Ashley. I'm about to run out of the church with her

The president's daughter