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Did you want to talk more about Bioshock?

We seemed to be in agreement that it was a good idea, but I wasn't sure if we were in agreement about it being season 7 here.

I just think there's a lot of ideas, I mean there's a lot of...

on our, uh...

tentative list

that I feel like we've added that are just dependent, I feel like everything is dependent

on... just what else...

is happening or might be released.

- Well, we can always, we always can come back

like we did with Ragnarok.

We did God of War a year before, and then--

- Yeah, for sure.

- In Ragnarok Feats, and I don't wanna always,

I don't wanna necessarily put off good ideas

just to wait until something new comes out.

- Well, I just don't think we need to talk,

I just don't think, in my mind, I don't think we need

to finalize this season until June or July.

- You know me, I just feel better knowing.

after after e3 is what I was thinking and

After e3 time, but that only gives us really that only gives us six to seven months

But we're doing a smaller season anyway

Yeah, but it's just I feel like we have a really good buffer and I don't want to

Squander that I suppose and I just would feel better at least knowing the direction we're heading

So like my brain just works on things

but I'd know I don't want it to be long and I have all these long ideas and I'm like

So whenever a short idea pops in my brain, I feel good.

I know E3 gives us a better landscape for the year ahead.

Well, yeah, because then there's still rumors that the gear stuff is happening.

Like, I don't know if you saw that pop up again this week.

They're like, no, the Gears of War collection is happening and it is this year.

So there's rumors for that again.

But is that the Gears isn't short?

I don't think that's like seven games.

One of those tactics game.

- Yeah.

You know, it's job tactics I guess,

but I wouldn't wanna play it, I think.

- I'm fine playing tactics, I don't have a--

- I mean, what has been on our list?

Gears, Zelda, Metroid, Castlevania,

I feel like are like the four

that we've kicked around the most.

- Where is--

- And then you mentioned BioShock.

BioShock I would not like to do

until four pops up more personally.

- Here you go.

Here's the list that I currently have in our... my dock.

We have Batman, we've got the Souls games, 3D Marios, Metroid, there's 2D or 3D, Zelda same thing, Sly Cooper, Castlevania Splinter Cell, Metal Gear Solid, Halo, Mario and Luigi RPG, Donkey Kong.

God, that would be so much.

Earthbound, Gears, we've talked Silent Hill.

That's a lot of games though.

Call of Duty, you don't want-

Call of Duty, Call of Duty.

That is not short and you know it.

All 20 of them.

So, that's like-

I'm just- here's what I am.

I am very-

Uh, as we move forward with this season, as we move forward with the show, I mean, as we move forward, um, approaching things with member stuff, I just believe it is best for growth purposes if we always do something that is borderline relevant, which we're doing now with Resident Evil.

Pokemon, not so much later this year, but Pokemon's also the biggest media franchise in history, so...

And you also know there will be a Pokemon thing in the fall.

There's always Pokemon in the fall.

Probably.

Maybe.

There will be DLC for...

Yeah.

I mean, there's always something.

Pokemon's just a big bang.

No, I agree with you being somewhat relevant.

I don't, yeah, I guess that's what I'm saying is like, I don't want to commit to Bioshock now if like...

Because we don't have dates for Judas and Antarctica.

We have to hear about Bioshock 4 this year.

It's been five years, it's been four years, I guess, since it was announced.

So you gotta, and that means it's been in development longer, probably been in the works five or six years.

I feel like we'll hear something about it this year.

And then if it gets announced and it comes out next year or something, then yeah, maybe we can do it.

'Cause I could see Bioshock 4, I could see Judas releasing, does Judas have a window?

I thought I'd see any window.

I could see Judas and Bioshock 4 both releasing next year, in which case I think that's an even better time to play both of those.

In which case, yeah, maybe we could do it in the first half.

We have so many options that I don't mind just keeping those as options and not locking something into later.

It's not like...

Here's what I guess what I'm saying is we're not strapped for ideas.

We have plenty of ideas.

It's just choosing the direction we want to go in depending on what's happening within the current landscape.

And that's why I don't want to commit to anything until we get a better picture.

I'm not trying to commit, I'm just throwing ideas around and I would like to, I just would

feel better knowing the direction.

Because...

Well we've already broadly said we would like to do a shorter season up front.

And that is also why I get excited when I think of a short season, because I feel like a lot of my ideas are long.

Well here's the thing I would say, if we're gonna lock one in ahead of time, I feel like we should lock in eight.

'Cause I feel like that would be a longer...

Yeah, that too, but...

So if we're gonna, if we're wanting to lock something in sooner rather than later, I feel like we should do that, and if that's the case...

Yeah, I don't know.

We have a couple options.

I still think Castlevania would be fun, I still would like to do Zelda at some point, but that's such a time sink.

Yeah, Zelda's a time sink and Tears of the Kingdom is out in May, so like the timeliness of it, that angle is lost because we can't.

We would have had to do Zelda.

Yeah, well Zelda's always relevant.

Zelda's always relevant though.

So another one of those ones where I don't mind doing that whenever.

Yeah, so I just, Zelda Castlevania, like if we were going to choose a season 8 right now, I would say Zelda Castlevania.

Some of those, so see some of those ideas like the long ones.

Let's say Castlevania, that's a lot of games.

Like that I would be comfortable with being the first year long season where we did one game series.

'Cause that, for conversation's sake,

let's say we did all 30 something games.

We wouldn't do the fighting game at the very least.

But just for the sake, like we could just take,

that could just be released in one year.

That could be the whole season.

- It would have to do another unique punch list

for that too.

'Cause we're not going Castlevania I

followed by Lords of Shadow II.

- I think it could be fun to really

bounce around in that one.

- Lords of Shadow II, I mean maybe if you wanna do

Lords of Shadow and then Lords of Shadow II.

- Yeah, what's not to love?

- And then we could always add,

if we're gonna do a Castlevania season,

I still say we create a unique punch list.

I know you're like a purist over there now.

And like, oh no, we gotta play every single one,

including, I still say we create a unique punch list of about 15 plus. And to coincide

with this, I would say we should also fold in, maybe as a bonus episode or something,

we should play like Bloodstained as well.

That's what I was thinking about with Judas for Bioshock, was that would be a member exclusive

Because I think that, because I think Judas, like that could help pull people in.

So, but it's not strictly Bioshock, so.

Steam just says coming soon, so there's no date.

I mean, I would like for it to be 2024, but it's probably 25, let's be real.

It looks so good.

For Judas?

Yeah.

I don't know.

2025?

We're in 23, oh 24, I'm sorry.

I was going to say, holy smokes, that game has been in development for like a decade as it is almost.

Yeah, no, I'm sorry.

24.

I think that game has just evolved a lot though.

Probably.

Because I think it started out more as like systemic ideas and gameplay mechanical ideas rather than what it is now.

Yeah.

If that makes any sense.

Yeah.

Kingdom Hearts.

Jesus.

That would be a... we'd have to start that one way in advance.

And I'd say that for any RPG.

So that would be a long one coming.

And Kingdom Hearts 4 eventually would come out, so it's not a terrible idea.

And that guest list would be pretty easy to bag, too.

Cam for every episode.

Cam, Dustin...

I feel like we could get Alex O'Neil in one of those.

why I would not want to do that is because I literally just replayed all those. I'm not literate. Within the past five years I've replayed one, two, dream drop, three. When did you do that? Birth by sleeve. A couple of years ago I replayed them. Okay, but within the last five years, but I'm not, Kingdom Hearts 4 is not going to be out for another three years. I forgot that, I forgot the game even exists. Yeah, like you, Kingdom Hearts season would not be anywhere near. Like I'm not...

I would still say if we could just get the Zeldas on the Switch, baby, I would say we'd do it.

Like, I find that hilarious that that's your hang up. Like I obviously can just play any Zelda game I want right now. They're just all sitting in my apartment.

I think I have all of them, yeah.

You just, the convenience factor is your determination.

- I just, no, here's honestly what it is.

It's that I don't play my Switch enough
and it makes me feel guilty.

So I'm always looking for new reasons to play it.

- I don't know why you feel guilty.

You're talking to the guy who has a Splatoon 3 OLED.

And will do his very best to get the Zelda OLED,
if that, and when that is right.

- What is wrong with you?

That doesn't make you feel bad that you're like,

"Wow, I have this thing and I never touch it."

Anytime I do my Nintendo year-end wrap-up,

It's like, wow, this year you played 10 hours of Switch.

I'm like, dear God, how?

(laughing)

- No, I don't feel bad at all.

I know I get to it eventually.

I play, like, someday soon I'll play the next great Ace Attorney game that I haven't played yet.

And I know that's a solid 20 hours.

And Zelda will be out and I'll port 100 hours into that.

Like, I don't have any problem with, it is there when I need it and when I want it.

So, I don't feel guilty at all.

My Xbox stares at me.

It's like, why don't you love me?

I'm like, 'cause you don't have any games.

So, I need to finish my annual predictions post.

I haven't finalized those predictions.

Do you wanna hear what I have?

- Sure.

- See what you think of these before I...

It's subject to change, I suppose.

PlayStation I feel like I've got my predictions pretty much listed out.

I think the easiest prediction of the bunch is Dreams comes to PS5, PSVR2, and PC.

Like Dreams comes everywhere finally this year.

The next one is Bloodborne comes to PS5.

Whether that is the original game with a PS5 patch or a sequel, I don't know.

Bloodborne in some capacity will be on PS5. And then here's my real kicker buddy. Resistance is revived as a PSVR2 game. I think Insomniac is making a VR game and I think they will go back to Resistance. These are all very bad predictions. Your predictions

should be PlayStation announces a Hot Shots golf TV show or something like that because
That's all we've been getting from them lately.

This is true.

PlayStation Greenlight's Lemmings film.

PlayStation Loco Roco children's cartoon greenlit.

That's all we're getting from them now.

Sackboy Saturday morning cartoon.

That would actually be pretty good.

Sackboy?

Yeah, that would be fun.

For Xbox, I have There's a Game Pass Price Increase.

Yeah, probably.

Starfield launches in the summer.

Personally I think it launches the week of E3.

- Okay, so you still think they make good
on their previous commitment though?

- Of the first half of the year, yes.

I think Starfield is the first half of this year.

And then, to not repeat myself and predict
that last light game by the Tom guy or whatever,

I say we finally see perfect dark.

- Probably.

- Perfect Dark has to be this year.

- Like out this year?

- Something, something with Perfect Dark is this year.

Like we gotta see it, there's gotta be an actual proper demo.

- I think it'll get shown off,

we'll see gameplay probably.

Fable's the one that sounds like it's stupid far away.

- Yeah, I'm sure Fable's far away.

Nintendo, I don't really have a ton,

I haven't finalized them at all.

- I said the other day to somebody that I work with
that I think they have a bad year on paper.

- Nintendo?

- Yeah, like after Zelda, there's really nothing else.

Like, and he was like, that's not true.

There's Pikmin and there's Fire Emblem
and there's this and there's that.

I'm like, oh, those are all pretty niche.

Like, I don't think there's anything major.

- I don't think Fire Emblem is niche anymore.

For Nintendo?

For the Switch?

- That game's out in a week.

- Geek.

- I don't feel like anybody's talked about it.

- I've seen Buzz, but I'm not on Twitter I guess,
but I've seen positive.

- I feel like there was a lot of Buzz for three houses,
and for this one it's just kind of trickling out there.

- I don't disagree with you though.

Nintendo would have to have a surprise announcement
of something we're not aware of.

Do they pull the Zelda Mario 1-2?

Does Super Mario Odyssey 2 just magically appear
out of nowhere?

No.

- I mean I would like for that, but I don't think

I think they go quiet after Zelda and then I think they're gonna go switch to next year.

Yeah, probably.

It's just lining up that way.

My Nintendo stuff is currently New Kid Icarus with a question mark?

There's rumors that they're working on the remaster of the DS game.

Of the 3DS game, yeah.

Game Boy on NSO.

Yeah, there were those rumors two years ago.

I just kind of think that's happening.

Even when I see it.

- No, I still have Metroid Prime and Wii U Zelda's
like those finally, like you've been complaining about.

- Those games supposedly just exist.

Just release them.

They like refuse to.

I don't understand.

- I don't have anything, like that,
so I'm struggling to figure out what to put
for Nintendo beyond that because those are so--

- You could predict that Pikmin 4 is bad.

Because they didn't make the P in Pikmin 4 the 4.

- 4?

I, uh, then I have my Keifer level prediction, which currently as it stands, it could change. I was trying not to do a Naughty Dog prediction this year, but I think it fits well in here, which is both Factions and The Last of Us Part II launch on PC, with Factions launching day and date with the PS5 version.

There will be a free-to-play element and a physical version for the PS5.

will be a season pass and the main narrative of that multiplayer game will be at least twenty hours of gameplay.

Main narrative?

There's a story in that game.

Yeah, but I don't know.

I think it's gonna be level mission type structure like GTA 5 to some degree.

Like you have to do these things to unlock cutscenes or whatever.

There are gonna be cutscenes in that game, there are gonna be set pieces.

That game's big.

I think that game is gonna be huge.

is in scope not as in success. It's the last of us I think it'll be popular.

Whoa I don't doubt that but I mean huge isn't just the scope of the thing. I mean so it's our most ambitious game ever says Neil Drucker. Well I hate to break it to you he says that about every game before it's released. Duh every creator does about every game. It's our biggest game ever. In some ways that's probably true for for triple-a devs though yeah always this the scope just gets bigger and bigger every game you ready to get rolling hello everybody and welcome to chapter select a seasonal podcast where we bounce back and forth between a series exploring its evolution design and legacy for this season we are covering the Resident Evil franchise my name is Max Roberts and I enjoyed as always by Logan Moore hi Logan Max I just need to know did you really kill

those 23 people, I won't judge you." What was that? I was so confused. What, with the whole flashback

in this game? I was like, "Why is this a Metal Gear Solid 5, like, children's soldier,

mass murder thing going on here?" I just love that combination of lines. It's true poetry within this

video game where she says, "Did you really kill 23 people? Don't worry though, if you did, I won't

judging. I don't know if somebody told me yeah I did I might be like hmm you might be a psychopath

murderer for killing 23 people. Just saying. Oh my gosh poor Billy. Poor poor Billy. Billy's a great

character. Gives great thumbs ups. Yes I love his energy. Oh my goodness we are here today to talk

about Resident Evil Zero if you could not tell. The train game as it has been known to me. Man Logan

What a game. What a game. What a season so far, but what a game in particular.

You told me you really like this game and that surprised me. I love this game.

Because you did not care for Resident Evil 1 very much. No. This fixes so many of them.

Well this has like little quality of life improvements that are in this game that I

know you were getting annoyed with. This fixes so much that I had with Resident Evil 1.

I don't... we'll get into this in a bit.

Okay.

Yes we will.

Let's do the rundown and then we'll start getting into our opinionated takes on this game.

Okay, Resident Evil Zero, like every single other game in this season that we're doing, developed and published by Capcom.

It originally released on the Nintendo GameCube in 2002, November 12th, 2002 to be specific.

This game came about after RE1 remake on GameCube if I'm correct.

They were kind of, they remade that game and that style and then they're like, "Hey, we made a game in this cool fancy style, this remake style, what if we made another one?"

And lo and behold, RE0 came from that.

Resident Evil remake on GameCube was March 22nd, 2002.

So this was just-

Okay, so same year.

Same year, few months before.

Okay.

But yeah, this came afterwards and these are kind of a... these two are kind of put together just because of the visual similarities between the two of them and being tied to GameCube.

Mm-hmm. Clearly built at the same time.

Yeah.

Same tech. Same vision.

This game has been ported forward though multiple times. It's come to PS3 and 360, PlayStation

4, Xbox One, Switch, PC... I think it's on PC too.

I don't think so.

It's on everything, it remains widely accessible.

Which is kind of surprising, because this one is not bad in the series, but no one when they talk about Resident Evil is really ever like "Yeah, Resident Evil 0 baby!"

It's just kind of the game that's there.

I think in part it's because it's paired with Resident Evil 1 Remake.

It's not standalone, so I think it's just by nature of being the same engine, the same time period, it's just bundled together.

And Capcom's always good about remastering their stuff for the future, so it's really,

I don't know, in some ways it's not a surprise.

We're getting Mega Man Legacy games back this year.

Like they are always remastering weird old games from their past.

The game director on this one was Koji Oda, the producer was Tetsuya Minami, and the composer

on this game was Saiko Kobuchi.

It scored on Metacritic at an 83 out of 100 average, which is pretty good.

It's got a fair number of reviews and the user score is even higher.

The user score is only based off of 250 reviews.

But yeah, still interesting that this one seems to be quite well received because I think the tenor around this one nowadays is that it's not very good and you don't need to play it.

In a lot of ways that's 1000% accurate because the story in this game is not super relevant.

You're a huge prequel guy and I know you always love it when any sort of story goes back with the prequel and fleshes out the story further.

I think that this game's biggest fault potentially is that it really doesn't do anything to flesh out what happens in RE1 any further.

Like this game's final scene is quite literally here just being like, "I think it's that mansion over there they were talking about.

I'm gonna go there now, and that's about it.

- Yeah, this does not do the prequel, flesh out umbrella corp type thing well at all.

That it's definitely lackluster in that department.

Even for with my love of prequels, this does not satiate that desire for good, fun prequels that actually add to the narrative on the whole.

- I would also say it doesn't do a whole lot with its two characters as well.

we're talking about story stuff here and we can maybe, let's just get into story stuff now I guess up front rather than, otherwise I don't know, Rebecca's a fine character but she doesn't really, I mean she's thrust into the spotlight in this game and I still feel

like she's just kind of there. Like her whole, she doesn't feel like a unique character in the sense that I don't know anything about her. She is almost kind of in this game as a conduit to flesh out Billy more so than her getting fleshed out in any sort of way herself. And in turn, Billy is kind of an interesting character, but this is his only entry in the entire series and then he never shows up ever again, which is kind of fascinating in a series where they continue to bring back and introduce previous characters.

Does Rebecca come back at all? I don't think Rebecca does either, no.

Well Rebecca's in RE1, yeah. But that's it, I believe.

Rebecca is just a rookie. She's just a clean, kind of a clean slate, which mirrors, I suppose, if a player was truly starting out from zero with Resident Evil. That's not a terrible type of character to embody as half of your playable roster.

But a lot of the intrigue is definitely thrust onto Billy, this escaped convict who has a tattoo bad boy vibe.

You know, obviously Resident Evil 4 was in development at the time, so the teams were probably aware of this type of energy that they were going forward with here.

So in 2000s, yeah, bad boy stuff.

He's got the tank top and the tribal tattoo and he listens to Linkin Park probably

so it's

Billy's interesting in that way just from a historical contextual period but Billy himself like you joked at the top of the show is just

He killed 23 people, but it was framed upon him and there was like we were killing people out in

Africa I think is actually where they were

I got major Metal Gear vibes from that which felt so out of place it fell on the series any other place

I mean the series does go to Africa eventually. I understand that I just mean the whole like murdering children in yeah

Africa like that felt very out of place

Mm-hmm, and I still don't know how that's necessarily tied back to the evil that is at umbrella and in raccoon city it didn't

It just felt like it was there for shock

Not necessarily adding layers

Why speaking of evil in this game as well? I feel like they did not know what to do

With the villains either. They're like okay. This is a prequel, so who can we bring back well?

we'll throw Wesker in there because of course and

We'll throw Birkin in there too because yeah

He's he's been written out after Resident Evil 2 so we'll throw him back in there and show that he has

much deeper roots in that he didn't realize and no because

The order we're playing this say we had played

Zero before two and I am playing two in a few years

So I've actually I've recently wrapped up to and when you say Birkin now that my ears perk up

I'm like and I'm thinking to the cutscenes in zero and yeah, that is Birkin interesting

Yeah, that's Wesker and Birkin in just because they're the first two major bad guys of the first two games

And they're like, okay, I will throw them back in this game, but they're not really

in

In fact, they're just in cutscenes.

Yeah, well they have like a presence throughout this entire game.

This is what's weird about how this game is structured.

They have a sort of lingering presence and they're monitoring this situation that is going on with Rebecca and Billy and Marcus,

who's the evil slug boy man who's out to get revenge and all that stuff.

But the way that none of these threads ever converge in any sort of way,

Instead you just get to the end of the game and Marcus is just rather than trying to take revenge on Umbrella

Which has been his kind of proposed?

Scheme the whole game. He's like now. We'll just attack billion
Rebecca here whatever and he goes after them, and then he dies and
That's it. You never see anything from
Wesker or Birkin again, which I get eventually you do in Resident Evil 1 and Resident Evil 2
but they they never actually
crossover with
Marcus in this game other than
watching what's going on on cameras and stuff like that,
which is a little bit strange
that they set up these threads with all these characters
and then just do nothing with them.

- Yeah, it's the wrong approach to a prequel
where everyone's adjacent but no one's interacting.
It doesn't change future events
or shed light on future events in a real context.

All it really is is what if we had a guy
was injected with a slug controlling virus and he's super old now and he's as old as the
founder
of Umbrella or something like that's all it's really well I think something cool they could have
something cool that they could have done in this game is at this point in the series or in the
timeline or whatever like Rebecca and them don't know that Wesker is a double agent bad boy
so you
could have had Wesker come in and like team up with Rebecca and Billy or something like that
to
take down Marcus and in Rebecca's mind she would have just been like wow thanks a fellow
STARS
agent is helping me out thanks Albert but they don't even do anything like that because they
all kind of had a common foe in Marcus there but yeah like you said they're all the characters
just
kind of sit adjacent to one another and nothing ever really happens between all of the main

players in this game which would be, that's a cast of about 5 people, and that's the main cast of the game. No one else really ever shows up otherwise other than a few odds and ends characters like some of the S.T.A.R.S. agents at the beginning and then one of them near the end as well. But yeah, that's, I don't know, the story of this game, again I don't feel like you're ever really playing the Resident Evil games strictly for the story especially with some of these older ones. But even on, yeah, I think it's merits as a prequel like we said it they could have done a lot more here that would have been fun. It doesn't have the sort of schlock that early Resident Evil games have or even Resident Evil games in general either. It takes itself a little bit too seriously and tonally it's just a it's just a bit bizarre. The writing is funny though as I mentioned at the top with the whole like you kill 23 people the writing is consistently bad and not very good and that stuff is where it's sort of a B-movie level.

But otherwise, yeah.

Not a whole lot going on with the story in this game.

You know, you were talking about Wesker.

I mean, you technically can play as Wesker.

You can!

Did you do that afterwards?

I looked it up.

I didn't dabble with Wesker mode.

But I thought that was kind of neat.

Yeah, I went back and did it for a couple minutes.

Just that initial part on the train there.

He has like a shadow dash and...

Yeah.

stare apparently. It's very funny. I guess Rebecca is injected with P30, a mind control thing? I don't think I've gotten to that narratively speaking. Looks like it's a

Resident Evil 5 or something type of element. But it's interesting to see that crop up that you can play as Wesker. Yeah. Wesker is good. The more Wesker is in these games, better. I'm still excited for you to get to five. I'm excited to see more Wesker.

I feel like I don't have enough of him yet. He's very prominent in Five and Code Veronica.

Those are his two big games. Okay, so I'm getting close to him then. So

it is very close. Actually, I think those two games are back-to-back if I remember our season correctly. I think so, yeah. Let's talk about this game mechanically though and how it functions because it is very unique compared to the larger series.

At least, well there's co-op in this game but it's co-op with

yourself, sort of. You have two player controlled characters

so it's not really co-op at all. But in that way

the puzzles are much different, the way you're getting around is much different.

You, I feel like it takes out the horror element of this game just a bit because

you always have backup with another character. I don't feel like this game

was scary in the same way that some of the

older Resident Evil games were like when we play I wouldn't none of these games are gonna make you jump out of your seat and

Scream or anything like that, but I still found the original Resident Evil to be quite eerie at times

and I didn't ever feel like that with this game, and I don't know if that's just because of the

locations you go to or if it really is offset by the fact that you always have a

Buddy at your side or maybe not always but a lot of times you have somebody with you who can help you

-Shoot and... -Tackle.

-Yeah. -Do all sorts of things.

He's giving you back up in a situation. Yeah.

Um, what did you think about this...

two-player controlled setup in this game?

Because it really is the unique thing about the game.

I love it. I think it gives the puzzles the right kind of mental head scratch.

Just... uniqueness there.

I like splitting them up and having them run around the mansion and do different things.

I like having essentially a 12 item inventory instead of six or five like it would have been in Resident Evil 1.

It's really unique and it gets rid of the double playthrough that's prominent in Resident Evil 1 and Resident Evil 2.

It just totally scratches that because they're with you the whole time.

So I overall really love this mechanic.

I think there are some button combo stuff that doesn't really, like there are different buttons for switching. Like multiple buttons do the same thing. So if you accidentally hit the ROM one you'll switch or call back. Not only that, but this is something weird that I found.

And I found some other people complaining about this and I was watching some like video essays

and stuff about this game after I finished it. But the control layout in this game is different from Resident Evil 1 remake, which is very strange. And it's just subtle, subtly different.

But that's a really weird thing, especially because both games are packed together as like a single product nowadays.

They were at least a couple years ago when these got remastered most recently as the Origins Collection.

So it's very weird that you would put these two games together and consider them one packaged item and that they kind of go together

and then you have button controls that are different throughout each.

- I didn't notice that at all, and perhaps that's because we did have games in between.

It's just my brain.

- I think it's just very subtle stuff like, rather than Square being Open Inventory Triangle is, and they like invert certain buttons on the,

that do certain inputs, which again is not a huge deal,
but it's a little bizarre that they wouldn't
make these games.

- It would definitely be weird
if you played them back to back.

- Yes.

like you're saying, especially since they're packed together, that is a bit odd. What did
you think about the dual protagonist simultaneous mechanic? Because I obviously loved it.

I like it. I like how Billy and Rebecca each have different traits as well, like in the

that Rebecca is weaker and she takes more damage easily. She also does not do as much
damage with

her weapons. But she can mix things together. But she can mix herbs together and she's kind
of more

the healer of the group. I like that when they are together you can transition items seamlessly
between them and you can switch. Like there's a lot of a lot going on with the menus in this
game

and then the inventory screen more so than normal, to be honest.

And I liked all those things though, and I like that it changes the way that you think about the
game too,

because there are certain situations where I would go into specific boss fights, for instance,

and I was accidentally tackling a boss as Rebecca rather than Billy, and I'm like, "Okay, hold
on.

I'm gonna go back to my last save and we're gonna switch this up, and I'm gonna make sure
Billy is the person

that I'm going into this boss fight with because he has higher HP and he's going to deal more
damage.

And I think there's actually a trophy in the game for beating all the bosses as Rebecca
rather than Billy because that's a hard task.

Which is kind of interesting and I was tempted to go for it but I was like, "No, that's playing
on hard mode."

So I like that they have different traits and I like that you can, the puzzles like you said, they come up with some interesting puzzle ideas in this game.

I didn't think any single puzzle was ever too difficult.

There are a couple that are a little,

I feel like this game requires you to really pay attention

to the files and stuff that you pick up,

more so than before in some of the other games.

Like I think about the,

one of the ones I'm thinking about

is like down in the basement area or whatever it is,

like the cellar, when you have to light the torches

to open that one specific door,

but you have to light them in a specific order.

- All the animal torches, yeah.

- Yeah, and they kind of like subtly hinted that

in one of the files that you find,

but it's not explicitly laid out,

so you really have to pay attention

to what you're reading and coming across within the game,

which I appreciate, like for the,

to be honest, like I just like looked up that solution

at the time, 'cause I was like,

"Okay, I don't remember which file it was that I read."

I didn't feel like going and digging through all 20 to 25

files that I had picked up again,

'cause I couldn't remember which one said that.

So I think that's the only downside of that system is I can't, I wish it more easily highlighted

like where the solutions for those were at or something like that.

Yeah.

Because it really is a little bit-

To your reference material.

Yeah, it's a little bit cumbersome to have to go back and dig through those where you're

like I know I have the solution here somewhere but I don't remember which one it was mentioned

in.

But I still like that system overall because it does force, it does engage you more as the player.

There was one puzzle in particular that I was actually a bit frustrated with, which is toward the end of the game you are as Rebecca supposed to combine I think the red and the green chemicals.

For the battery?

Yes, for a battery or something.

But if you send Billy upstairs in the church and leave Rebecca downstairs, you have to backtrack all the way to the mansion, which is now filled with animals, to get the green solution. But if you send Rebecca upstairs and said with the grappling hook, "There's a green jar up there," so I feel like that was punishing you for just picking the wrong person. It wasn't something you could have known without doing it. That actually just resulted in me backtracking, getting it, having so little health that I was like, "Screw reloaded a save and sent Rebecca up instead and was able to easily get the solution.

I know that exact part of the game you're talking about because I ran into the same problem except I had green on me already and I needed the red and luckily I found out that there's a red chemical right around the corner where the slime boy spawns or whatever in that hallway and so that saved me because otherwise I thought I was going to have to - I think that red is downstairs,

but green is like at the start of the game.

- Yeah.

- I don't know why they did it like that,

and it was frustrating at the time,

and so I just reloaded a save.

- Well, those canisters don't really stand out

in the environment either.

- I didn't even know you could interact with them.

- Yeah, they don't really do a good job

of telling you that those are things

you need to interact with,

and that you need to add those chemicals

to your mixing set.

Like, they do mention chemicals,

like, oh, if you mix this and this,

and it makes this,

And so there's a couple, there's one of those files

that outlines that and it's like, okay, cool,

but I don't know what that means.

And that's just because again, the game doesn't really,

I feel like if they would have forced you somehow

to take that first green chemical so that you could know

that you can add it to your inventory,

or if they added a puzzle with it more like upfront,

I think that would have been a better choice

because then it becomes clear that you need to do

those sorts of things and be on the lookout for that.

Because yeah, that's really the only first time in the game that it asks you to do something with the chemicals, I believe, because you have to melt the thing that you get from the upstairs and it creates a key and then it lets you go through the door.

- Exactly.

- Yeah, that's like the first time you have to use it.

Yeah, there are a couple annoying puzzles like that in this game that, yeah, I had to reload a couple saves sometimes to make sure that I was doing things in the proper order and that I wasn't getting stuck.

- Yeah, the right character doing the right thing.

- Yeah, yeah, 'cause I did the exact same thing where I sent Billy upstairs.

Also, can we just talk about the hookshot being horrible as well?

Like you mentioned that you love having 12 item slots.

The game forces you to carry the hookshot with you until like three fourths of the way through the game.

- Yes.

- And it, like, that is one thing that I really hate and we can get into a larger discussion about the inventory management stuff here 'cause I have to, like the lack of an item box in this game is, it's insane.

Like you are just tossing stuff on the ground left and right.

And I feel like that's the main thing
that this game forces you,
like if there would have just been item boxes,
like you need the hook shot for instance on the train,
but then you don't need it again
until that church section you mentioned.
Which if you're playing this and you're not a speed runner,
I'm going to say is three to four hours later
in the game or something like that.

- Yeah, it's kinda like this, the definitive halfway point,
if not even further than that.

- Yeah.

- And it, so I left the hook shot, grapple hook,
whatever it's called, in the front of the mansion
to buy the safe spot.

That was kind of a dumping ground early on.

- Yeah.

- And when you get to the church and you get inside,
you need it to go up through the roof
after you fight the bat.

And it's like, well, now I have to walk through the hole.

- Yep.

this. After you fight the bat, that's when the mansion fills up with monkeys. So when
I realized that, I just reloaded the save and went and got the hookshot and brought
all that stuff forward with me and then fought the bat. That way I didn't have to go through
the monkey-infested house. There are a couple instances like that in the game where you
are finally progressing progressing and you're moving to the next part of what you are going

to be doing and yeah the game doesn't really convey... The other thing with the hookshot that in particular when you use it for the final time the game does not tell you like most like with key cards or something like that it's like oh hey you don't need this anymore so just toss it and it's like okay yep hookshot does not do that so you're like keeping the hookshot with you because you're like I don't know if I'm gonna need this I don't want to get stuck or something and it's just taking up two spots the whole time which then you said like oh it's great

and we have 12 slots and it's like, well, you always gotta account for two of them being the hookshot if you're ever going any one direction, and then you wanna keep the grenade launcher and you wanna keep the shotgun or whatever and all of a sudden you're like, okay, great, that's half of my item slots combined, what am I gonna do with the other six? So it fills up

very quickly. - It does, the hookshot is egregious, but this is probably my favorite inventory system so far.

And what I mean by that is the ability to drop items

and they stay present in the world

and you can pick them back up.

Incredible.

Changes the series.

Why is this not a thing going forward?

I'm flabbergasted.

It was so liberating to just be like,

I need whatever item I just found.

I'm gonna drop this here.

I'll come back for it.

- But then I would argue that leads to more backtracking than ever before.

Kind of like you mentioned, like,

oh, well, I dropped this here,
but now I'm in a completely different,
I'll go to the church and I need to go back to the manor,
like the entryway, that sucks.

- That does suck.

I think for things like the grappling hook,
that that hurts a lot,
'cause you weren't sure if you needed or not.
But for more generic items, plants and health,
ammo, guns.

- I think of like the gas tanks and the bottles,
where it's like, okay, cool, I'll set this down
because I assume I'll find gas later
and then I can make a Molotov or something.

- Yeah.

- And so like, you're kind of, anything you can combine,
I think is good to just throw on the ground
because you know you'll be able to combine
with something else later on.

- Yeah, yeah, yeah.

And I, to me, one of my big issues in Resident Evil 1 was,
the mansion just felt too familiar,
like no rooms really stood out as unique.
I think this game in general is more unique
as far as just the spacing and environments
that you're exploring in the mansion
and then outside of it as well.

- It's a bit more linear too this game.

- Oh, it's super linear, which is another thing

I love about this game.

But the items also, being able to drop them
and leave them in places helped me remember rooms better
in environment spaces.

Like I dropped this gas can in the blue room with statues.

Like it just, it created an association to the space
beyond what enemies were in there before I killed them
or what door it may or may not have been locked here.

And that, combine that with the map which shows you
which items are in which rooms you left them behind in,
makes the map far more useful than it was in Resident Evil 1.

Not as useful as it goes on to be in later games,
but I really love the permeance of items in this game,
even if it does bite you in the butt
with some key items later on, like the grappling hook,
and that is frustrating for sure.

- Since we're talking about the manor to some degree,
let's talk about all the different areas of this game.

We've got the, we'll start with the train.

What'd you think about the train overall?

'Cause I know you mentioned to me that you like this,
I think, more than I did.

I actually like the train as an opening. It's just so...

It's so condensed and it's so impossible.

I feel like a lot of what is good about Resident Evil games is

even if you do run across zombies or whatever, you can
kind of finagle your way around them and run away from them.

That's like borderline impossible at some sections of the train.

And you just have to be ready to get attacked or fire away, which kind of sucks.

I don't I don't care for that.

Otherwise, though, what do you think about this area?

- I'm gonna read my notes to you about the train.

Here's my first note.

Love the train.

It's distinct with each car having a great design,
so easy to remember.

And the linearity creates restriction,
arguably simplicity, but it keeps you focused.

Then my next bullet, which I wrote just before
you get to the cut scene where you have to
go to the back of the car and basically stop the train
from running off the tracks.

This is before I knew that was gonna happen.

Hope we stay on the train the whole time
and then the train crashes and I said rip the dream.

So I really was hoping for a Snowpiercer like,
this train is super long,
there's a bunch of stuff happening on this train
and we just get to explore and learn this train.

But we left the train in favor of Mansion 2.0.

I love the train.

I think it's fantastic.

- I think the train is good

because it doesn't overstay its welcome too much

because if I would have spent another two or three hours

on the train, then I think my problems with it

would have been amplified that much more.

So I think making it this brief opening area of the game

works quite well in that sense.

- It's a strong opening.

It's distinct, at least so far in the "Resident Evil" series.

It definitely stands out as a really solid opening.

- When we put together the art for this episode,

you're like, "I haven't played this game.

"What should it be?"

And I was like, "I don't know, probably train."

- Yeah, when you told me there was a train,

I was like, "There's a train in this game?"

So I got really excited, and that was what we used

in our prompt was like a spooky ghost train.

So it's just, GameCube had great spooky trains.

There's this, Paper Mario, Thousand-Year Door,

Excess Express.

a good time for trains back on the GameCube. We talked about the manor a little bit, I

don't know if you had anything else you wanted to say about that. Kind of, yeah, it's far

more linear than Spencer Mansion, which I think is good. I don't think it is, you talked

about how it has a lot of unique things that you remember, and I don't think it is visually

as distinct when compared to the Spencer Mansion. The Spencer Mansion is much more iconic, and

and there's way more rooms and areas in that game
that I remember personally compared to this one.

- Spencer Mansion, I remember there's that first room
off to the right with a statue
and there's a room with a bunch of knights
and maybe a hallway with spikes or something.

This game, I remember the upstairs
where the giant centipede is,
which leads to the observatory with the telescope.

This game just stands out to me way more.

There's the kitchen and stuff off to the side there
you can run in the basement area. There's a dungeon in the basement. There's less iconic
spots in this one. There are key places within. I'm not saying that the manor in this one
is completely unmemorable, but I think the Spencer mansion just stands out far more in
my mind. Okay. Maybe that's a timing thing too. I've played RE1 multiple times. And I've
only played both of these ones. I just, I really did prefer the research manor laboratory
place.

Remind me near the end of our discussion to come back to something associated with RE1
here at the end of the podcast. The church we talked about a bit, I feel like this is
one of the weaker spots of the game for the reasons we talked about before. It becomes
the spot where you need the hookshot again. You need to combine these chemicals. You need
to, I don't, I like the idea that one person's on the top floor and one person's on the bottom
floor and you gotta kind of work between the two of them. That being said, the person who's
on the top floor is doing most of the work. The person on the bottom floor doesn't do
too much in this instance. I also just wish you could put multiple items in the shoot
because it just gets tedious of one item, unload the item, put in a new item. That's
a bit too cumbersome, especially when you are moving things frequently between the two.

The church itself, like the base floor, it's just the bat boss fight. There's no real exploration on that ground floor at all. It all moves upstairs relatively quickly. Now, in defense, I do think Resident Evil in general so far in our playthroughs kind of has a third act location problem. And I don't think this necessarily has that. I feel like it, I feel like it, There's always a lab. And I just, so I do want to say I don't think this necessarily drags too long at the end with its locations at least. But the church just did feel underutilized, especially since creepy churches are like a horror staple. So it did feel a bit too truncated. How many, I mean, now that we're thinking about this. How many Resident Evil games do end in a lab? The first one? Two. This one. Two does. Three does. Because that's where you find Nemesis I know. Four. Is there one in four? I can't remember. I mean that's where Leon gets the cure. Oh yeah because that's where you. I mean you end in a construction site and stuff but. Yeah but that's where you rip out the parasites. The moss blocks. Yeah. So I guess four sort of. Seven sort of. The whole island is essentially a lab research facility, so.

Yeah, it's not, I wouldn't say four is as specific of a lab as, sure, like these games.

I can't speak to anything else, well, seven doesn't.

Seven kind of does.

The mines, I suppose.

Because you get to the mines and then there's the whole lab setup where they lore dump everything

about Evelyn there.

Village?

Village doesn't have a lab.

- Village, you get to-- - I don't remember a lab.

- You get to Mother Miranda's jail cell area

and she has all her notes and experiments everywhere.

- Pseudo lab. - Yeah, okay, but that's like--

- Nah, I wouldn't consider that.

- I wouldn't consider that one either.

There's always a lab.

- I can't speak to Code Veronica five and six.

I can't speak to those.

- It is kind of a funny thing.

I mean, speaking of labs, though, I guess,
once you get into the lab section of this game,
What'd you think about that whole area?

- The upstairs part?

- Well, there's, I was thinking more--

- Or the part after Billy and Rebecca or something.

- Yeah, after a monkey kills Billy,

tackles him into a river.

- So this is kind of one of my biggest beefs
with this game was they kill the swapping mechanic.

From that moment on, you don't swap anymore
except for a little bit toward the very end.

- I'd say you still get--

- Until you're reunited, that mechanic is dead.

And I was kind of--

- But I feel like that's a shorter period of time
than your maybe--

- I remember it being fairly substantial.

I mean, I did have to replay things.

- As soon as you get Billy back,
you have to go do that box puzzle
with like the shifting, the water raising thing,

that's there.

- Oh, that was a pain.

- Then you have to go through

all of the battery building stuff, raise that up.

Like I feel like there's a longer period of time afterwards

where you have both characters back

than maybe you're giving it credit for.

- Okay. - Honestly.

Maybe a fine, that's about the final 90 minutes

to two hours of the game, I would say.

You're only separated for maybe 45 to 60 minutes, if that.

So. - Yeah.

I just didn't like it, I don't know.

Just that.

- I do agree that it kills the unique aspect of the game,

which is-- - And also,

you just really don't play as Billy a lot

at the very end there.

Like Billy just falls in the water and is alive,

like has full health and survives all this stuff.

Rebecca really has kind of a slog there at the end,

especially if you don't manage your items and health well.

Rebecca can be in a pretty dire position there,

which I suppose adds to the drama of it all.

- Well, they'd give you two health plans

as soon as you get to that area,

you get off of that cable car.

- Yeah, I was an item hog to a degree.

I was trying to manage everything pretty strictly.

It's fine, it's a stretch of space

and you're connecting things

and it's like only Rebecca can go in the box

so you're splitting them up again.

It's okay, it doesn't stay too long though, I will say that.

The lab pretty quickly gets you to the end

and you're fighting Marcus and all that stuff.

It's fine, there is always a lab I guess though.

Let's talk about the boss fights in this game.

Because I think there's, I think one of my favorite aspects of this game and probably one of my favorite things about Resident Evil in general is that this is a series that is about zombies.

Oh no.

And for some reason.

No.

Mutated animals keep showing up in these games.

There is.

You liked this?

I mean, I just, I don't, I wouldn't say I like it.

I think it's hilarious that a giant scorpion falls through a train car, or a giant centipede shows up, or a large bat appears, or a snake appears, or a giant spider.

It explains the snake in RE1, doesn't it?

Sort of.

The snake, the spider, like there's just all these, across Resident Evil 0 and Resident even want there are just a large animals and insects that keep appearing out of nowhere.

And it's I don't think it is good. I just think it is very funny that there is this series where they have a lot. They could do so much with the bosses in this series and they're like, Hmm, what if large bat? Yes, that's a great idea. Large bat is the boss. It's so silly. Okay, I can agree with that because I was not a fan of the animals predominantly being the enemy type of this game in general. You fight monkey spiders, crickets, centipedes, scorpions. I wrote screw the monkeys. I hated the monkey enemies. Yes, I don't like the monkeys. But it's a nice touch that they narratively explain why you're fighting all of these because they were test subjects for these viruses. The bosses just, while memorable because it's a giant centipede or scorpion or thing like that, they're not memorable in the sense of tyrant, Mr. X, Nemesis, you know? They don't, they aren't as strong or distinct as the monsters you actually fight and I was pretty sick of the animal stuff here really quick in the game so I wasn't a big fan. The final boss also just was annoying but not in the "this is tough" annoying more in the annoying, annoying way where it just like stay away from Rebecca distraction. You can't actually damage it really you can just kind of distract it. Yeah all it is is keep it distracted until the clock runs down so it the final boss fight itself is not really a fight more just a endurance test. Yeah I was not a huge fan of the final fight either I think the most disappointing thing about the boss fight again boss fights is that they could have done some more interesting things in this game with Mr. Slug Boy being the main bad guy. Like he's clearly assembling, assembling slug creature monsters this entire game that are attacking. Like you could have done some very interesting bosses where it's like hordes of slugs things coming together and taking the shape of a troll that could fight you. Like I think of things like that that they could have done. And it would have had Marcus permeate throughout the story a little bit more and would have been like more of a direct confrontation with him that you're having throughout the course of the game and instead it's just, "Oh, there's a large scorpion that's

appeared out of nowhere and is now attacking me. What should I do?"

What did you think of the, you call them slugs, I thought of them as leeches, but I think you actually are right, I think they might actually be slugs? I don't know.

No, they're kind of both, whatever, slimy little things.

- What did you think of those enemies, the Marcus--

- Oh, I hated those. - Like clones?

Hated them as in they were scary and tough,

or hated them as in these are bad?

- Hated them as in they messed me up.

- Yeah, they are hard.

They were the kind of enemy, when I saw them, I ran away.

I was like, I need to reassess

how I'm approaching this situation.

- 'Cause they're fast,

bullets don't really do much damage to them.

You need either the grenade launcher or the molotovs

to really dispatch them quickly.

And if you don't have those, then yeah,

I was like kind of, more often than not,

if I saw them and I wasn't equipped to take one down

in the moment and it was near like a key part of the map

that I needed to be at, then yeah, I would run

or I would try to quickly kill them

with the items I mentioned I had on me.

I wouldn't ever try to waste my shotgun ammo

or my pistol ammo on them though

because it just felt like a huge waste.

- Waste of time, yeah.

- I think they're really, they are probably
the strongest horror element in the game
of instilling fear in the player,
'cause when you see them, it's,
I gotta get out of here,
this is a really dangerous situation.

- Yes, I would agree with them.

- They were great enemies.

I think the design of them leaves a bit to be desired,
but their function is spot on.

- What did you think of, I mean, sticking with boss fights,
We talked a little bit about the final boss fight.

There's like a two-part final boss fight.

One is when you're on the tram and you're distracting,
and then there's the other one
where it's more of a direct fight.

Did you care for that one at all?

- The direct fight.

- Happens, right?

And then you get the two keys
and you turn them and you go--

- Okay, in the area before with all the bodies and everything.

That's okay, it chases you around.

It gave me Tyrant, Mr. X kind of vibes

of big thing chases you,

but it has like a tight kind of corridor off to the left

with a little windiness to it,

and then a more open space to the right.

- I didn't care for the camera angles in that.

- That's the problem,

because we have those predetermined camera angles
again in this game,

and I think they really hurt in that particular fight,

because it's just, I know it's behind me,

so I'll shoot blindly, I guess.

- Yeah, you're shooting blindly a lot

with some of those spots of that little area

they put you in, that arena sort of.

- Exactly.

So we feel the same there.

- And then, other than that, Proto-Tyrant

is the show of the other boss in the game.

What did you feel about Tyrant Jr. showing up in this game
and trying to mess Rebecca up?

And did that surprise you?

And what did you think about those fights?

Because they're pretty straightforward.

They just kind of fire away.

- They're straightforward.

I like how it comes back a couple of times.

especially when it crawls out of the water,

like that was very much Nemesis energy

of you can't dispatch this thing.

So that was cool, but in general,
Tyrant, Proto-Tyrant wasn't a scary threat to me.

I was more scared of the Leech people.

So it was more just a ooh thing, not a,

I guess there is the one fight,

I think I died on that at least once,

where you're trapped near the elevator with it

and you have to dispatch it in the middle.

- See, that was tough, because it's just tight.

It's just there's not a lot of room.

- You have to have the magnum on you

and ready to go in that fight,

or else you're gonna have a tough time.

- Yeah, so that was okay, but the rest of it,

you know, it's just neat.

It's one of those, see, there's more to it.

It's that prequel kind of energy there.

- Yeah, I feel like that's the purpose

that Tyrant serves in this game,

because it just kind of shows up out of nowhere,

fighting you a couple times, and then it's written out,

and there's really no rhyme or reason

why it's in the game it just seems like they wanted to toss tyrant in because oh

this is a prequel to Resident Evil 1 so we should put tyrant in it because everybody

likes that boss. So yeah that's absolutely major prequel vibes in that regard. I don't

think there's a whole lot to talk about and we've been talking about it kind of naturally

but what did you think of just the weapons that you did have at your disposal in this

game? A lot of them are par for the course with other Resident Evil games but there are some new things they've added. I think molotovs are new to this game. I don't think those were in RE1

unless I remember incorrectly.

There are some slight changes here and there. The shotgun, but then there's the hunting rifle as well, which is

a more powerful version or was it the- Yeah, I think it's more powerful, but less ammo potentially.

The pistol, you can get the upgraded version of the pistol, which is cool.

The grenade launcher is again a staple. It's it all seemed par for the course. Yeah normal re stuff. I liked

Being able to swap between them the characters nothing felt tied to one of them

So like, you know if I had to do something with Rebecca

But she was low on health like I would give her the more powerful pistol

And she generally had the grenade launcher while Billy carried the shotgun

but you could freely move things around so that felt fine and nice and it lended itself to the strategy of

What am I gonna set out with here? What ammo am I gonna take with me?

Things like that. So in general it's it's typical classic Resident Evil weaponry. Nothing too surprising

How did you outfit each character out of curiosity?

Outfit is in their actual outfits or what they can know sorry as in like what what type of items

Did you find yourself naturally giving either of them? I try to keep it honestly pretty

Even okay generally health for each of them each one had a two weapon

two slot weapon and then one of the pistols and

that would vary depending on the situation which pistol they had but I straight-up dropped my

Second pistol at one point and I never got it back. I gave Billy the shotgun and the grenade launcher

I just had him totally outfitted with all the heavy armaments and then I gave Rebecca the upgraded pistol and the Magnum

Okay, so she was hand a handheld weapons and so big boy guns

so now that you're you're talking I'm I

don't think I had the Magnum you get it right on the

- Is it given to you or do you have to collect it?

- It's just blatantly given to you, yeah.

- Okay, then I did have it.

'Cause I was trying to see if I was confusing that

with the upgraded pistol, which I do have to pick.

- You have to pick it up, but it's on the train car

between the church and the lab area.

It's sitting on, there's like a dead person on that car.

- Oh, it's on the dead body, yes, okay, I remember that.

- And you pick it up off the dead body, yeah.

for a moment, the pistols had blended

and I was starting to think that maybe I had missed something.

I did pick that magnum up, okay.

- Yeah, so I gave, yeah, I had a lot of weapons on me.

And I'm curious like what the ideal,

this is a game that I think is really cut out

for speed running because you can put characters

in different parts of the map

and have them do different things

and carry different weapons at once.

I'm curious like what the ideal speed running patterns are for this game.

Who you send to which parts of the manor and who does which things and which weapons you

carry on you to defeat the bosses because some of these bosses are pretty difficult

I would say and they take quite a few hits to kill.

So looking at speedrun.com the current world record for a new game is 1 hour and 16 minutes in 43 seconds, new game plus 112, Wesker mode 111, knife only 90 minutes. All held by pessimism,

which looks to be a Chinese speedrunner playing on PC. So fascinating.

Interesting. Very, very interesting. I'm always curious to see, like, you know,

I'm not a huge speedrun guy both in practice and like viewing it like I'm not an SGDQ person like you are. But I am always interested in the Resident Evil scene in particular.

I feel like because these games naturally have lent themselves to

faster and faster runs. They feel video gamey in that way. They encourage more playthroughs, especially the remakes where they give you new weapons, there's stuff with infinite

ammo. It gets arcadey at the end and it's how fast can you get through it. The Resident

Evil series just feels like something that has always lent itself to optimization and

speed which is, I think, unique for such a major franchise to lean into that still to

this day. It's something that Capcom definitely designs their game. You can tell they design

Mm-hmm. Like pretty much all these games with that in mind to some degree. Especially like

7 and 8 as well. I don't know about maybe as much 5 and 6. Let's circle, actually we'll

talk about, let's talk about music real quick because I don't think there's a lot to talk

about and then we're going to circle back around to the thing involving RE1 that I said

I wanted to speak about. Anything about the music staying out to you in this game? I wrote

the save theme is a little tweaked. So the save theme is the RE staple. There is music during the

break, train break sequence chase where you're running to the back. I thought that was pretty

good. I noticed that, wrote it down. And I wrote, "Music when bad guy pops out of fridge." So there

is some music when that happens that apparently I liked as well. It's more of that old style music.

Like I mentioned earlier in the episode, I actually have recently finished Resident Evil 2 Remake

and I'm noticing the music way more in these modern games than I am in the older ones.

And it has me excited to talk about those games a bit more, but I think the restriction of music in the older games doesn't necessarily mean they stand out, at least to this day. So it's good.

when it's there, I like it, but I couldn't pick out a theme this time around or anything like that outside of the three I wrote down apparently, so. Yeah, I don't think there is much to write home

about in this soundtrack other than what we, what you already said honestly, Save Theme again stands

out, which is always the case with these games. But then the way that they use the music sparingly

and throughout the game as well I think is good. Also, there is one problem that I noticed in some

areas of the game because different sections have different themes obviously. The tracks

loop whenever you walk through a door and that's kind of annoying because if you're

jumping in between hallways quickly or something like that, that track restarts over and I

didn't end up on that. That was one thing that kind of got annoying at certain times

in the game and it wasn't such like that I was getting like really bothered by it or

But it was it was it was a little bit strange. I wish that would have been seamless between

Rooms and corridors and all that stuff, but yeah music is fine overall okay before we wrap up with legacy

I feel like we've talked about essentially everything else, but I did want to ask you one thing okay. I think when we did our

Resident Evil 1 episode you were surprisingly

You were pretty down on that game in a lot of ways and the part of me was like okay Max's opinion

I believe will change as we play more of these games and I think you're going to come to

Respect the older style of Resident Evil games and in some ways

I feel like that is true here because you like this game now and you're like, yeah, I like this format

I like this style. This is good. Yeah, and I think you'll like Code Veronica as well

Maybe I'm wrong, but I I think you'll dig that game, too

So I'm curious if in

Retrospect you think if you went back to

Resident Evil 1 now that you kind of know how these games are structured and a little bit more of what you're getting into

if you think you would be a little bit more into that game now? Like, have you thought of this at all yourself?

Not that you didn't give Resident Evil 1 a fair shake, but now that you've

gotten accustomed to what to expect with these games, and obviously there's a lot of quality of life problems that we talked about in our

Resident Evil 1 episode with that game.

So I understand all those complaints, and I have those same complaints, but do you think if you went back and played that game now

maybe you would appreciate it or like it a little bit more

'cause you've kind of--

- I think that's the problem though.

I think the A, I love retro games,

I love playing old games, so don't mistake me

as some youthful person here, but I do think

maybe I'm just the quality of life stuff

that was introduced with Zero and going for Zero

And then Resident Evil 4 obviously just changes everything.

And I have issues with that game as well,

just mechanically that was definitely fixed

in the VR version and I'm most assuredly

it has to be fixed here in the upcoming remake for that.

But maybe I'm just too used to modern Resident Evil,

which arguably started here with Zero and then 4

and then now we get the remakes

that are defining the franchise to this day.

But when I think back to one, what were my issues?

It was inventory management, it was item permeance,
it was difficulty navigating a space that was too samey.

The map wasn't useful.

Just things like that,

like there were just these small frustrations,

the death by a thousand cuts essentially.

The idea of Resident Evil 1 I enjoy a lot.

but I think the execution left a lot, it was too bumpy.

- So you're saying they should remake the remake
at this point?

- I think it would be, that's a fascinating question

because we have a hard cut, right, to,

Resident Evil 2 is now the modern era

of these old games, right?

So it's, but they already remade Resident Evil 1,

that was the thing.

They've never remade Resident Evil 0,

but it was at the same time with that remake,

so they kind of always been lumped together.

A remake of those would be interesting.

So what happens after "Resident Evil 4" remake?

The next, I think, obvious step would be "Code Veronica."

- That's what I've been wanting forever.

And they kind of tease it at the, I mean,

spoilers for our "Resident Evil 3" episode,

they kind of tease it at the end of "Resident Evil 3."

And it got me hyped for it.

And recently, Capcom actually shut down

a fan remake project for Code Veronica.

Which, it's their IP, they could shut it down

whenever they want, that's not necessarily indicative

of a new project in that world.

- Lord knows Nintendo does that all the time.

- Exactly, so that's not indicative,

but Capcom in general seems a bit more lenient

with fans modifying their games, or sometimes, I think.

- I will say in my day job, the only people,

daily emails I've ever gotten from companies

that have been like, we need you to take this down

off your website now is Capcom.

And those emails always stem from Capcom's Japanese offices

and then we take them to PR and we're like,

should we do anything about this?

And they're like, just ignore it, it's okay, you're fine.

So Capcom is kinda uppity at times.

- Okay, I'll roll with it.

But after Code Veronica, do they remake,

five and six, do they remake the,

what I understand at this time,

the black sheep of the series?

Do they pour in remake co-op games,

or do they maybe leave those untouched?

- Yeah, I don't know, it's a really interesting thing--

- 'Cause I think Zero should get a remake.

Because it is kind of one game
that has never been retouched.

- I don't know if Zero remake moves the needle.

I would say Code Veronica would move--

- Code Veronica I think should be next,

But after that, where do they go?

- I guess just the question is, yeah,
do they, at what point do the remakes end?

Because they'll have remade everything.

- Exactly.

- I feel like it would make more sense to remake
one and Code Veronica before it would be zero.

And that's just because I don't think
this game is very important.

And I don't think that this game has many fans.

- In the overall Resident Evil landscape,
it clearly isn't because we never see Billy again.

we never hear about Marcus really as far as I know. Rebecca's in one. Exactly. So this
game's kind of just been forgotten essentially. Which is, I'm not out here going to bat for
Billy and Rebecca, but I think this game has a lot of really great mechanics and ideas
that should be explored maybe. I just think it's a hard sell to remake this game. Like

Like if they announce RE Zero remake tomorrow,
I think everybody's widespread reaction would be,
huh, what, why?

- I'm not saying it needs to be next.

I think it just-- - I would buy it, but--

- I just would, I think it would be cool

if eventually we could have everything from Zero

through Four or Code Veronica--

- That'd be cool. - Remade.

- I do think, I will say-- - Not that Four--

- I think remake is an easy process either.

- I will say I definitely think Four is the cutoff

when it comes to remakes.

Like if we get into remaking 5, then I'm gonna be a little confused.

Because I think anything that would appear on an HD console moving forward, I think is easier to just remaster.

And I think the states of a lot of those games are pretty...

They hold up pretty well nowadays.

Like anything about 2008 and after I feel like still holds up pretty well by modern standards.

to go back as Code Veronica would be now,

or something like that. - Yeah, which is,

Code Veronica and Resident Evil Zero

are kind of the only two games I'm aware of

that haven't been remade at least once.

- Yeah. - 'Cause obviously,

one's been remade, and then everything else has

up to this point, so that's also a fascinating pairing

that these two games are kind of

stuck in their original versions.

- Yeah.

I think we, I mean, maybe open it up a bit more here.

I think, cause I think we're kind of naturally doing this now, talking about this game's legacy and stuff, which we're going to lead into here.

But I, like what is this game's legacy, I guess.

To me it's just that it's sort of the black sheep of the series.

I don't think it's, I don't think it's bad, I don't think it's particularly amazing either.

It's just kind of there.

If you want a game that is going to show you what old school Resident Evil is or was with a spin, obviously the two person, two player controlled character thing is the spin of this game.

But it really does dilute the basics of the old formula down.

And that's about all that it is.

I just feel like it's the one entry that's kind of there.

Especially if we're talking about the main core, what, 10 entries?

9, 10 entries?

Sure.

like that? I think of it in a couple of ways. One of them is from a, I guess a historical perspective of this game was birthed out of a recent deal in partnership with Nintendo where Resident Evil goes exclusive for a hot minute on GameCube. And I always think of this, well now I think of this I should say, I think of this now kind of like Metroid Prime and Metroid Fusion, where those games launched alongside each other roughly I think those were a week or so apart, maybe not, if not the same day, but it was after a drought of no games and then finally we get these two versions of it. And while there's never really been a drought of Resident Evil games per se, Resident Evil Remake on GameCube was this this push forward with new tech, new engine, bringing a classic to a modern audience on powerful hardware, and then Resident Evil Zero launches six or seven months later,

and it's a brand new game using this engine

and assets and expanding on, like,

what would, at the time, a modern version

of Resident Evil 1 be, and that was Zero.

And so it's a place where they experimented,

but also kinda did like, you could also think of this

the Majora's Mask equivalent of we have the same assets, we have the same console, what can we make

in a shorter developmental period of time? How can we push this forward and experiment with it?

And Zero gets that. I think the story is totally

bleh. It's fluff. It doesn't add anything to the world or lore that's really gripping and engaging.

But mechanically, this game has some cool ideas. And some ideas I think should still be in

in Resident Evil today. I'm surprised that they aren't really. So it's an interesting game to be

for sure, but it's not, you know, it's not one the fans really are chomping at the bit to

play over and over again. It's one I'm glad we put in our lineup for this season though,

because I really do think it is fascinating to go back to and experience. And again,

it's not wholly important. I think we could have just as easily not played this game, but it's

It's interesting and it gives you a lot of larger context

for the series and where Capcom's been going

and stuff like that over the past 20 years.

- It's really a cool game.

And honestly, I mean, I'm sitting here thinking about it.

Resident Evil 7, like we talked about,

a reinvention of the series,

trying to save it a new engine,

and then we go back and we remade two,

and then they remade three.

So they're bringing in those modern conventions again
from Seven, refining it in these remakes,
then there's Village.

It's almost the same exact strategy,
just new age, new tech, new entries,
and new style of gameplay, essentially,
with the first person and whatnot.

So it's really fascinating contextually,
both for Capcom and the series on the whole.

- I think that one thing I will say to end here for myself
is I am...

So we're gonna move moving forward this season and we're playing
Resident Evil 2 remake

and Resident Evil 3 remake and we're not playing the originals. I would be so curious to
see what you think about those games

in their original states because they are much different at least

I would say 2 remake is pretty...

Sticks pretty close I believe. 3 is much different

just because it's so different mechanically for with how Nemesis

functions in the original game and stuff like that. I would be fascinated to see what you would
think about those games in their original

states because I have played those but it's been very

long since I've played those

And not only that but we've now played of the Resident Evil games in this style that we're
playing over the course of this season

It is one zero in Code Veronica and Code Veronica

Chronologic or yeah chronologically is the latest game in the series

But it'll also be the earliest game in this series that will have released because we played these
two other remakes

That came out after it. Yes, and Code Veronica was in 2000

Yeah, so technically Code Veronica will be the oldest Resident Evil game you will have played and I'm curious

I'm very fascinated in seeing like because I feel like in your own mind moving forward

You'd be like, oh well Code Veronica is gonna be better naturally and it'll improve on these things

That might not be the case, it might be worse in some ways even than this game.

Yeah, that's true.

So, so you, you, you're, you're, uh, the way we've introduced you to these original Resident Evil games is kind of, kind of crazy and absurd in some ways, and it might toy with your brain.

So I'm very much looking forward to playing that game when we do.

That's what I love, and that's kind of the beauty of this bouncing back and forth that we do here on Chapter Select. It gives us the opportunity for unique perspectives and experiences because this has so far been really a great trip. So I'm looking forward to it.

I'm actually super jazzed to play Code Veronica here in a few games. So I'm stoked.

It's gonna be all fun until we get to six and then we'll weep.

But I'm looking forward to doing that with you, you know, not being alone as we suffer together. That game's not bad. Dedicated Roundhouse

kick button. That's what I always say about it. Mmm, this may be the best game of them all.

But I think that'll do it for Resident Evil 0. Thank you all so much for listening. If you'd like to listen to more seasons, you can go check out chapterselect.com. You can follow the show @chapterselect. If you'd like to follow Logan, you can find him on Twitter @moreman12 in his writing

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over at maxfrequency.net. Thank you so much for listening and until next time, adios.

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Season 5 is all about Resident Evil.

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