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- - -

I'm recording and Chris if you go ahead and record start recording

I'm actually using both audacity and quick time because I don't trust my audacity

So look at this guy backups backups on backups. I I have not I have not done a podcast in a hot minute

well, thank you for doing one with us I

Absolutely hates producing podcasts. I love guesting on podcasts. So do they know saved me

That's the way to that's the way to do it. I'm over here chords. I do everything. I love it all

Yeah, I love the whole process. You're an

Absolutely insane man. You know, I know production part of it. So it works. I

Have a lot of fun with it. Godspeed

Is there I know when I reached out to message you you said you weren't very active on Twitter

Which in general I understand and then throw Elon on top of us

I think they throw Elon on top of it, and I'm sure it makes even more sense

Besides game purrs or anywhere else you'd like us to maybe direct people. You're just game purr. You can still say my Twitter

Okay, Twitter game purr, but um yeah, well that's that's pretty much it other than that. I'm off the great

It's nice to be off the grid

Yeah

Yeah, imagine being a public figure. Oh

No, thank you. I understand how people like people are able to keep up with the discourse and keep contributing to it

I'm like a weekly and daily basis

Not not having a soul I think is my theory

Selling it in its entirety. I didn't even know who this Andrew Tate guy was and I saw the

Initial spark with Greta here and I was like, oh whatever. He's an idiot. I'll move on

I remember saying about a pizza box and I was like, "Oh, the real pizza gate."

And then there's a pizza box and now he's arrested for real human trafficking.

Yeah.

Like, holy smokes.

Yeah.

I got bombasted last night for not knowing who MrBeast was.

I was just like, "F*ck you, what do you think I do every day?"

I mean, MrBeast, like, I wouldn't hold it against anyone not knowing who MrBeast is.

I think I've only watched maybe two videos of his.

I've watched more videos where he's a guest

on someone else's.

- Right.

- Just to see his process as, I don't know,
philanthropist, ghost burger maker, I don't know.

- None of that makes sense to me.

- Does the burger thing still exist?

- I think it's still a thing.

So when COVID initially hit and everything was shut down,

he turned a bunch of restaurants into ghost kitchens,

which I guess is basically you can moonlight in a kitchen to make burgers or whatever else.

So Olive Garden will also make a cheeseburger for you, but you can only get it through like

a DoorDash or Uber Eats or whatever. So Mr. Beast has a burger chain, but there's no physical

building for it. So some other kitchen is making it for you. And that was part of how

restaurants stayed in business, I guess.

I don't know if it's a regional thing, but I have "Another Wing" by DJ Khaled, only through Uber Eats.

"Another Wing"?

"Wings" from DJ Khaled.

Um...

Wait, "Kha-Khaled Wings"? What?

It's called "Another Wing".

"Another Wing"?

Yeah.

Oh, let me see if I can get a Mr. Beast Burger delivered to me.

Right now.

They're like, "Oh, he's been on Time Magazine. How do you not know him?"

I was like, "Do I look like I read Time Magazine?"

Time Magazine? That was their...

When was the last time I read Time Magazine?

Because that's very relevant in 2022.

We're all grabbing Time Magazines off the new stand.

Like, yeah, I haven't been in like a dentist waiting room in forever.

So like, sorry, I haven't read Time Magazine.

What is it?

Oh, you gotta grab a...

Can I see a menu? Sauces. Success sauces.

All they have for a menu is like-

You loyal, lemon pepper. Suffering from success, sesame teriyaki. Oh my gosh.

They don't want you to win Truffalo. Un-un-unbelievable buffalo. Honey, honey, hot honey.

Don't quit, Nashville hot. Are these song references or just hip-hop names?

I believe most of them are songs like like suffering from success is like the obvious one even if I don't listen to his stuff it's like oh that's a DJ Khaled thing.

I have the DJ Khaled Jordans I need to get rid of those though.

Dip love.

Baby you smart blue cheese.

Holla at me honey Dijon.

I ain't regular ranch and major cheese.

I ain't regular ranch.

Oh I don't trust that.

And that one sounds like something I wouldn't want to ingest.

I don't even know if I have like...

It's like ranch in quotation marks.

"Order now, order now."

Let me see.

I'm gonna download DoorDash right now.

I had to delete it because I was ordering too much food.

And so I only download it in the most dire of times.

I don't think I've ever used it in my life, honestly.

It's good.

Don't do it.

Because the laziness kicks in.

and it adds up.

- Oh my gosh, the fees, plus if you're decent you tip,

and then it's, don't track me, it's bonkers.

All right, I'm gonna look up DJ, oh wow, whatever.

I'm eligible for lower delivery fees, I don't care.

All right, I'm looking up--

- You think DJ Khaled would do a Pokemon credit song

like Ed Sheeran did?

- Oh my gosh, when Ed popped up in the credits,

I got died. - That would be pretty great.

(laughing)

- What is it?

Another wing.

I didn't get--

- All right, give me one second.

I'm gonna get my dog situated

and grab another cup of coffee

and then I'll be good.

Just give me like--

- All right.

I'm just trying to find chicken wings.

I don't see it in my area.

At least in DoorDash.

- Yeah.

It's on Uber Eats for me, I'm not sure.

- I'll download that in the name of science.

But so I assume this is a--

- Came in a bunch of stickers.

- I assume this is a similar operation

of like, they hire other kitchens.

- There is no physical, like,

DJ Khaled is not in a kitchen making all these wings.

- Could you imagine?

- God, I do imagine that.

- I am on one onion rings.

I don't think, fancy.

All right, let's go Uber Eats.

I only think of that, I think it was like,

I don't know if it was a TikTok or something,

but did you ever see that video where like he's gifted,

like one of Bob Marley's guitars

and has like this very special message attached to it.

And then he starts, he just starts like wailing on it

with his hand, like it's the worst guitar playing

I've ever heard in my life.

- I have not seen that, but it reminds me of,

I wanna say Jeff Bridges.

- He broke a guitar on the set of "The Hateful Eight", right?

- Kurt Russell.

- Kurt Russell broke a guitar on this set.

- It was an antique guitar.

- Yeah, like an accurate timepiece.

- Yeah, like I think the story is that

it was lent to the production, but they made a replica.

But the replica and the real one

had accidentally been swapped.

And the take was so good that Tarantino did not stop him.

- I guess if you're Tarantino, you can probably,

you can write that off, I'm sure.

- Oh, needless to say, that museum or whatever

will never lend a prop ever again, but yes.

- Even for studies.

- Yeah.

- How's everything over at Gamepur with Ricky?

How's it all going over there?

- It's great, I'm on vacation,
so Ricky's in charge this week.

(laughing)

- Ricky's obsessed, man.

- Yeah.

(laughing)

Things are all right.

I don't know what else to say.

I have just not been thinking about work at all this week.

- Hey, stat, a week off sounds fantastic.

So by all means, you've earned it.

You've been kicking butt.

- Thank you.

It's been a tough year, but we got through it.

So...

- Good.

Sometimes I pop back to Dual Shockers

just to see what it's like over there.

- I can't.

I can't.

- Well, honestly what I do,

I go to see if they've just erased my name yet.

Like if, part of me fears that they'll just remove the name
and it'll be like Dual Shocker staff or something

as the byline.

- Yeah.

- And once that happens, I'm gonna take everything I wrote and just post it on my website.

Be like, eh.

- You gotta have backups, man.

- I do, I have everything locally backed up.

And on my site I actually have links out to Dual Shockers, but the moment they delete that I existed there is the moment I repost all of my content.

- Twinfinite did that to me.

- Wait, did they delete?

They haven't deleted you off of Dual Shockers yet, Max?

- Mm-mm, when I go there I see--

- I think they deleted Ricky and a couple other people.

- No way, really?

- People were active though, yeah.

- Are you still there, Logan?

- Yeah, I'm still there.

- Ricky Freck.

- It goes to like DualShock or Staff or something like that.

- Nothing comes up when I search Ricky Freck.

If I type Max Roberts, only two episodes of Dido pop up.

So not even the bylines show up.

You would have to, what's a game, either of you know, what's a game Ricky reviewed?

- Did you-- - For dual shockers?

- Resident Evil 3, I think.

- Let's see.

Resident Evil 3 review discussion,

Resident Evil 3 review.

DS staff, yeah.

Oh, that's brutal.

That's messed up.

I'm still there though, for whatever reason.

Yeah, I don't know how they differentiate.

Obviously Ricky contributed more than I did.

Yeah, I don't understand,

'cause I've seen some other people

that we worked with there back in the day

saying the same thing about how--

I'm still here.

Nostalgia, the Nickelodeon Kart Racers review

still has my byline on it.

I like that that's the first one you think of.

Nostalgia is--

I couldn't think of it, yeah.

Sorry to say I did not review

the third Nickelodeon Kart Racers.

I just--

I forgot there was a third.

Trilogy is dead now. Yeah

Yeah

No one was demanding it. So I was like, oh, I'm my only operate by the people's word

What did the people like those now? Do they not do scores? Oh, they do do scores on there

Do you do?

Do you do died? Oh died? Oh is dead

That's a good name for a podcast drop in drop out. It's pretty good

No way dual shockers has that on lockdown that name do they technically own it can they?

Do they own the trade now copy right? I'm certain I don't want to do that

No, that was never that the stipulation with that podcast was that it was I think it was me and Mike's

But we hope it was on dual shockers. That was the that was the stipulation. Yeah smart. So technically I

- Take it to comicbook.com.

Take it to comic book.

- I don't think there's any reason to.

- No, you do need to get that,
start using that studio over there though.

- Tell my boss that.

- Mr. Paramount himself?

- I've been told that we can start a,
this is the new carrot that's been dangled in front of me.

I've been told I can start a gaming podcast

the moment I grow our TikTok page

to get 250,000 followers.

- And you're at?

- Like 1800.

(laughing)

- That doesn't feel like a very good--

- Yeah, I'm gonna have to--

- What if you used clips from your podcast

to generate TikTok followings?

Huh.

- No, they wanna do it the other way around.

- Get a bunch of bots and--

- You could do that. - Probably do that.

- I just read the other day,

some state has banned TikTok on state phones.

Kansas--

- Our main YouTube channel is full of bots.

Like if you look at the comic book YouTube channel,
we have 1.1 million subscribers.

But if you look at our videos,
they get like 1000 views, 500 views.

Like all of our subscribers on the YouTube channel
are bots basically.

I don't know how.

- Well, maybe once Elon figures out the Twitter bot problem,
he can buy YouTube and solve that.

- Fingers crossed, maybe.

Just gotta hope he buys everything, that's the solution.

That's the way out.

- That's how we take down our infrastructure,
by having Elon Musk buy everything.

- Exactly.

- Tear down society.

- Tear it all down.

- Just have to have one of the richest men in the world

own it all.

Hello everybody, and welcome to Chapter Select,
a seasonal podcast where we bounce back and forth
between a series exploring their evolution, design,
and legacy.

For this season, we are covering Pokemon.

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

Hi, Logan.

- As Nathan Drake once said to his dead, forgotten brother,
"I'm a man of treasure, so I must find my treasures."

- Oh my goodness gracious.

(laughing)

I'm surprised the end of the game didn't have a prompt,
you know, a three option prompt of which was your greatest treasure,
the gym battles, the team star raids, or the titans, you know,
you didn't get a pick.

This is true.

You should have been able to regale your own favorite adventure to your mother.

Do you have a mother in this game?

I kid her to remember.

She makes the sandwich at the beginning of the game that you get your--

That's true.

She makes the sandwich.

--trad and motorcycle.

She's the first sandwich giver, and then that's--

That's it.

That's all-- that's the only time you see her.

gives you one sandwich that turns out to be very important.

- And speaking of treasure,

our greatest treasure here at Chapter Select

is our members.

For just \$20 a year, you can go get access

to the entire back catalog of longer episodes,

as well as bonus content for each season

all the way back to season three.

For our Pokemon season,

we've been doing some team picking videos

and battles in each of our Pokemon games.

We just recorded our Scarlet and Violet battle

yesterday actually and it's been a lot of fun.

So you can find out more by going to

chapterselect.com/join.

- In addition to our new membership options,

we do have a guest on this episode of Chapter Select

to talk about all things Scarlet and Violet with us.

It's one of our old buddies from the games writing scene,

Chris Compendia will be joining us to talk about the game.

Before we introduce them,

let's run through the basic information here

about Scarlet and Violet itself.

This is the most recent entry in the Pokemon series.

It was developed once again by Game Freak.

It released on Nintendo Switch.

It came out on November 18th, 2022.

The game director this time around was Shigeru Amori.

- Same as Sword and Shield.

- Yes.

The producers were Akira Kinashi,

Toyokazu Nonaka, Takanori Sowa, and Kenji Endo.

No, Junichi Masuda is a producer this time.

- It's true.

And the music, quite extensive this time around.

Junichi Masuda may not have been a producer on the game,

but he sure made sure to come back

and contribute to the soundtrack in some manner.

In addition to Junichi Masuda,

the composers behind the game included Minako Adachi,

Go! Ichinose, Hiromitsu Maiba, Teruo Tenoguchi,

Hitomi Sato and Toby Fox of Undertale and Deltarune fame.

This game's Metacritic score has got to be one of the lowest I would imagine, maybe the,

I think it is the lowest actually in the history of the core Pokemon series, because I remember that when this game released.

It sits at a 72 out of 100 on Metacritic and obviously a lot of that is because the way that this game launched was very dismal.

The user score is also incredibly low when it comes to Scarlet and Violet here on Metacritic, so this game was not well received by any means.

Definitely one of the low points in the series just going off of aggregate scores, but again, that's not a huge shock because this game has a lot of performance issues.

Beyond those performance issues though, I think that we all believe the game has some larger problems that we're going to dive into, and to that end let's bring in our guests

for the episode. Chris, hi, thank you so much for joining us to talk about Pokemon

Scarlet and Violet. How have you been? Thank you! I have been wonderful. It's, um, it's cold, so I'm

trying to keep warm, but luckily we have, uh, luckily we have video games. Video games will always save us during these rough times. They do, especially the new Consoles generate so much heat probably keep you toasty. Yes

Yeah, they're basically space heaters. They're as big as a space heater. That's for sure

Everybody's been talking this year about how it's been a down like myself included

I've been saying the same thing like oh, this is a down year

There's not that much to play and then still we get to the end of this year. We're recording this at the end of

2020 22 to really date this

Mm-hmm, and there is still so much that I have not played this year that I would like the dabble with they're playing

It's just there's too much. I would be it would require a full-time job of playing games to keep up with everything

I feel like even I do have a full-time job, and I can't even do that same except

I would say that the playing part of the games gets shoved to my off hours most of the time so it's very exactly

It's very hard

anytime

Chris you're probably in this same

You probably get the same sort of thing do people still come up to you and say you know oh you play video games for a

When you explain what you do that must be so fun Wow because that's kind of how it is

It's not I have found. I know this is a very this is a tangent away from Pokemon

And we'll bring it back in a second. I have found that the

The thing I tell people that most often when I explain my job is I just broadly say oh yeah

I write about tech I say tech rather than games because games then gets into like a

Kind of what I was saying they're like oh wow you play games all the time. It's like no I don't

Oh, you must play a lot of Fortnite then!

Yeah, then it like opens up the conversations like that that I hate to have and so I'm just like I write about tech

That's just my very cop-out way of trying to explain what I do
for a living anyway

Pokemon Scarlet and Violet let's talk about this video game

Chris we'll start with you

All of our guests we bring on the show we just since we're bringing everybody in at different points of the Pokemon series

We've been wanting to know what everybody's broad histories are with Pokemon as a franchise.

Obviously, I think you are a major fan because I think we talked about this before, but you have nearly a fully complete Pokedex, I believe, at the moment.

The living dex is what you would call it.

I have one of each, or at least as of Gen 8, or as of Arceus, I should say.

So you're working on it now with Scarlet and Violet.

But yeah, just what's your broad history with the series and then what are your broad impressions

here of Scarlet and Violet?

Yeah, my first Pokemon game was Yellow on the Game Boy Color and I've been kind of an avid follower of the series with a few, a few lols in there.

Like I was not a big fan of Diamond and Pearl so I kind of slowed down during that era.

I missed out on black and white, which I regret because I ended up really liking black and white when I visited those.

And I...

did not like X and Y, so Sun and Moon was kind of like my return to the series.

I... my partner, my then-partner and I...

you know, I got Sun, they got Moon, and that kind of revitalized my interest in the series.

And around Sword and Shield is when I got really obsessed

with just collecting every one of these
stupid pocket monsters.

Now I'm kind of deep into it,

I'm very opinionated on everything.

But you can say I'm an expert on the field.

- How do you go about doing the living,
are you playing the old Game Boy versions,
or are you playing just the most recent remake
of a Let's Go, say for yellow, red, and blue?

How do you are you playing every game and catching every Pokemon?

I yeah, it was sort of an every game sort of thing.

And if you recall, I guess starting with

Gens three and four, there is a lot of inner connectivity
so you can be transferring games up generation.

So what I was literally doing was just getting all of my

GBA era Pokemon all the way to like the switch era because you can do that

So it just kind of like became this this this monotonous chore

because if you recall a lot of these transfer

methodologies involve a

minigame of some sort and

You can only do it with limited numbers of Pokemon, so I was just

Going to Pal Park all the time and doing this pokey transfer like slingshot minigame repeat. Oh
my god. Yeah

Yeah, like putting things on in the background while I'm just like doing this chore of mine and

I I don't know how I had the patience to do I guess this is before I had a job

And also just being very dependent

like

This happened at like the tail end of me being in university

So I had a lot of like a lot of classmates and peers and friends who I depended on for Trading and stuff for the versions I did not have so a lot of it was me hounding My college friends through Facebook Messenger be like hey, when can you get me this? Diancie or whatever like because a lot of the Mythicals are event exclusive, so I even had to go to Pokemon trades like subreddit and whatnot and just talk to Random strangers and try to negotiate deals these things

Like the Craigslist for Pokemon trades. Yeah, exactly and they have so many specific rules on how to frame all these all these requests and listings and whatnot and it was just a Lot to wrap my head around but my gosh It took a while

By the time I... I kind of abandoned it when Sword and Shield came out.

Actually, I'm trying to remember the order of the timeline here, but...

I think I stopped around when the Sword and Shield DLC came out, and...

About a year ago, once my interest... I don't remember what rekindled it, but...

I got a little obsessive with finishing the Sword and Shield living deck, so...

Umm...

I remember I did a PowerPoint party with my local friends, and mine was, uh, I- mine was called...

"Pokemon Homeward Bound."

And I just, uh, I- I photoshopped the Homeward Bound poster, and I added the Pokemon home logo on it,

'cause I'm hilarious.

Umm...

- I love it.

- But I basically told my whole- this whole story that I'm telling you right now in PowerPoint form,

And people were so taken aback by this that they Venmo'd me so I can buy the Sword and Shield DLC and complete this mission, which I did about a month after that.

And then they announced Scarlet and Violet and I was like, "Oh, God, you're making me do this again!

Come on!"

And Arceus.

Yeah, Arceus was, that was a whole thing.

So there's this one mythical from Sword and Shield that I did not have and I made a deal with someone who went to college with me.

At the time this person did not have Arceus.

They said, "Oh, if you get me all of the Hisuian exclusives, then I will get you this Sword and Shield dude."

So I did that.

Oh my gosh.

So you traded like dozens of Pokémon for one, essentially?

Exactly yeah, oh

And last I heard this person just got Arceus anyway, so I did not need to do that

But you know what it was it was all for the the love of the sports

The thrill the hunts it's kind of it's kind of classic like it's funny that

You're still doing this because these are the kind of things I used to do when I was a kid

But it would be with like people in my neighborhood and stuff like that. Yeah, there is sort of like a very

there's a through line element in the Pokemon series over the past two decades of people who have been doing things like this and

to hear from you that it's still continuing just in

different ways now utilizing subreddits and things like that rather than trying to go find the kid down the street who has

Pokemon Ruby and you have Pokemon Sapphire and you're trying to trade the version exclusives between each other

It's funny that this is like continuing but in a new age sort of way

I miss the intimacy of like having like a link cable yes with a buddy or something like that

But you know I'll take shady Craigslist subreddits also. There's still one very distinct memory

I have of me and one of my buddies when we were like 10 going to I think like Olive Garden

And we said the whole meal we were there with our parents

We had a link cable and one of us kept restarting

The game basically we would start over Ruby or Sapphire get to the point where you get the first Pokemon

And then we would trade that Pokemon off of the other and then go restart the game

And we did it in such a way to where we each got all three of the starters and then traded them between us

So we could each play through the game with all three of the starters on our team

It took like an hour and a half or two hours to do that

But like that's like a very distinct memory

I have of sitting in an Olive Garden eating breadsticks and doing this mundane task to make sure we could all get

Torchic and Swampur or Mudkip and I don't know

So when you're at Olive Garden when you're here, you're a Pokemon trainer. Yes exactly

Okay, so

Let's talk scarlet and violet a bit more specifically Chris. I

Brought impressions of the game just overall before we start talking more specifically about everything obviously work again

We're recording this in late 2022 which means the game is still in a horrible state

when it comes to its performance and stuff like that.

So a lot of what we're saying here

is probably going to be impacted by that.

If by the time this posts,

the game has drastically improved, then.

- It likely will have DLC announced by the time this is out.

- That too, we're playing it in a very vanilla state

with no DLC or anything like that as well.

But yeah, what are your broad impressions of the game, Chris

and how do you think it stacks up against, I don't know,

some of the more recent entries?

- Well, it bums me out.

That's kind of the TLDR of it.

I have this crazy theory that I only like

the Pokemon generations that are prime numbers.

So my favorites are probably like two, three, five, seven.

But Scarlet and Violet just,

it's a big come down from Arceus,

which is a game I very much enjoyed, and I get the whole thing of like,

"These are different games, they are made by different teams at the same time,

they have very different artistic intentions," but...

trying to do this whole open-world thing, I'm not sure if it was over-ambition or stubbornness,

But it feels like a game that's defined by a lot of padding and a lot of...

I have a review up now on GamePro.com, but basically I said that it all feels like it's held together by duct tape.

It's just not a fun world to navigate, because it's one of those "you can do this in any order you want to" sort of games,

- But you really can.

- Not really, no.

I love building my own logic and sequence

for those kinds of games,

and I felt like this game just kept presenting

walls for me that I could not pass.

Or I had to like really ring out a lot

from my underleveled Pokemon just to try to break

the sequence they wanted me to go through.

- Yep.

It feels like Game Freak is, you know, the wizard behind the curtain. Pay no attention to the man behind the curtain.

You can go wherever you want, but not really. We're guiding you down this yellow brick road of sorts.

And if you go off the path, you're in trouble. But don't worry about it.

Good luck.

I'm glad to hear that you're not a huge fan of it because coming into this, Max knew where I stood.

I think this game is not very good either, and I think Max is kind of in lockstep with that broadly as well

So all three of us don't really care for the game all that much

Coming into this conversation though this podcast

I thought there have been some people who I've heard of

Who have said like oh, this is like one of the most unique Pokemon games ever

This is one of the this is pushing the series forward in a major way, and I'm like really. I don't feel like it is

Was it the slightest yeah? I don't know what the only things that I think are

Interesting that this game does is things that have already kind of been established in previous Pokemon games

Just like seeing all the Pokemon readily out that you can catch at any point in time, but that's something that was

Beginning to get introduced in sword and shield and then they expanded on that and Arceus and now it were here

So like those things I like just walking around walking through a meadow and be like oh, there's a toro site

I don't have that I'll go catch it and you could just throw a pokeball at it and

Start up the catching sequence of their battle sequence or whatever. Like I like that stuff. I like seeing what you are actually

Going after rather than relying on some strange RNG

Luck where you're like on Sarah B dotnet and you're like there's a 5% chance if I walk through this grass it

If it's at night and it's raining. Yeah

Yeah

Like that stuff is kind of drives me nuts when we've been going back to the older caves because there's like these very

Specific areas where you have to catch certain Pokemon, so I do like that aspect of scarlet violet everything else though like it's games format

It's just horrible and yeah, you are not allowed to go

Anywhere like the game tells you you can especially because this game hard locks you with the

Like the leveling system like every gym badge you get it's like oh cool now Pokemon level

25 will listen to you and now Pokemon level 30 will listen to you like it is a very slow ramp up

and I got to a point in the mid game where I had Pokemon that were in like the level the

mid 40s and the guy didn't have enough gym badges to correlate with that because I was

Running around and enjoying the open world and catching Pokemon and fighting trainers, so I was kind of

playing the game in the way that I thought I was allowed to play it which was to just go freely explore the world and

Train up naturally and not go to these artificial

spots on the map that it's wanting me to go to and

Then the games like punishing me for that because I've got my Pokemon. Oh, it's loafing around. It's not listening to you

It's like well great. Okay, I ran around and explored the world and caught Pokemon

And now you're telling me that that's a bad thing that I wasn't supposed to do

So there's a lot of elements of this game that are at odds with one another and I don't think it's horrible on the whole but it feels very

It does not feel well thought out and

In turn they threw out a lot of the formulaic Pokemon elements that I think have kind of kept the series

Like I talked about I've talked about this with max. Oh max would probably be more familiar with our conversations

we had about this a couple years back, but like to me like two of the most formulaic game series ever have always been Pokemon and Zelda. And Zelda a couple of years tossed out its whole formula with Breath of the Wild, but it did that to great effect and that game was really popular and resonated with a lot of people and accolades and awards and all that stuff and people like that. This game I feel like is trying to do the same thing where they're like let's toss out the classic Pokemon formula. I mean there's still gems and Elite Fours and stuff like that, but the structure of the game and how it navigates you through the world it's trying to completely upend and it doesn't work in the same way. This game absolutely wants to be Pokey Breath of the Wild and it is hindered for trying to be that.

And a lot of it is an illusion too.

I mean the metaphor that I think of is how every town in the previous games would have a PokeMart and maybe like in the more recent games like a clothing store.

And in this game they would separate the clothing store into like five different ones like here's a sunglasses store, here's the backpack store and just to kind of give the pat, like just trying to pat it out to make it seem like an expansive world with all these towns, all these NPCs, with all these buildings and it just feels a little contrived in that sense and it's frustrating.

I have a hard time, I know you haven't played it yet, Logan.

I know Chris has, but Arceus or Arceus,

in a year where they have two Pokemon games

that are trying to do the open world,

Breath of the Wild, go where you want type thing,

I think Arceus pulls it off way better.

And I think in part being unbound to the,

we're a mainline Pokemon game,

let that game be more creative and more focused

what it is, it's all about primarily catching Pokemon and filling out that Pokedex.

And this game is, go find your treasure on one of these three paths.

But we're not going to tell you exactly where to go, although we secretly have a golden path for you to follow.

And when I realized that it didn't, it mattered where I went as far as leveling goes, because the levels of the gyms or the Team Star raids and stuff mattered, I just looked up a guide and just followed the order that IGN recommended and did basically the golden path narratively that way, like it was a traditional Pokemon game.

So I never found myself enticed to wander around all that much.

I did in the mid game, again, following guides just to get the Pokemon I knew I wanted for my team And then once I had them, it was all set.

I was done and I just beelined it to every town, gym, raid, and titan as Game Freak wanted me to do. But I guess we're too afraid to truly just let us go wild and do whatever we want.

So it's still bound to tradition because it is a mainline game with the illusion of being free and open.

And it just, there's these invisible walls all over the place and it's frustrating to run into them.

And it's either pick one, you know?

Either give us the traditional route

or truly let us go wild.

And I think that's kind of what hinders this game.

Mostly on like the whole,

there's a lot of other issues when you dig in.

- I think the thing that I find confusing about the format,

and I'm trying to think of what the potential drawbacks

about what I'm going to suggest are,

would be, but why couldn't they make it in such a way with where the gyms that you go to are static with their levels?

Like for instance, no matter what first gym you go to in the game, let's say it's going to contain Pokemon between levels 15 and 20.

And then the second gym you go to, regardless of what second gym you choose, it's then between 20 and 25 or whatever.

And like, instead what they have is like the gyms are,

if you go to the gyms up north,

they're gonna have Pokemon that are level 50s or whatever,

and you're clearly not supposed to go there and fight.

But why shouldn't I be able to go up to those gyms

and make that the first one that I wanna face?

And the game knows in turn, like,

okay, he hasn't gotten any gym badges yet,

so we'll naturally make the Pokemon

that you're going to face in this gym lower levels.

Like, those are the kind of things

I wonder why they didn't do,

because instead it does, like Max was saying,

Like there is a specific path they want you to follow with all of this and that and that's also true with the

The team star raids as well. I would say that Titans are maybe the only thing that I'm kind of fine

with having set

Like strengths or whatever like certain Titans being stronger than others. I think I was okay with that for the most part

But yeah, otherwise I thought it was strange that the gyms

There were specific ones that you weren't supposed to go to even though the game was telling you that you...

Why was there no level scaling as the base?

Exactly. Yeah, it's surprising it wasn't dynamic because if you truly could go anywhere and do anything

Why not just have the Pokemon in the surrounding

area wild

Pokemon and the ones you battle in the gyms and stuff just scale with you the game knows what level you are

The game knows how many badges you have. Yeah, that's what I would think that would be doable and I'm just it's like too much work. It's

I'm sure it's a difficult on some level. I don't know

It just seems the logical approach for this style of gameplay

and that's what I'm that's why I was saying I was trying to think of like what the potential drawbacks of such a

System would be and I can't really think of any off the top of my head

I'm not a game designer obviously

but I don't know what the issues would be

if such a system like that was implemented

where it was dynamic scaling.

- There wasn't any narrative implication either,

because each gym is isolated.

They don't really refer to the other gyms

when the Elite Four visit you at each gym after you beat it,

or when Nimona shows up.

- I was gonna say,

I think that is the only thing that is dynamic,

is Nimona showing up in her battles with you

that she opts to have are based on the number of badges

that you have rather than the gym you're actually at.

Yeah, and the story stuff was all dynamic in that way

where you could go to any of them

and whatever the second Titan you visit

is going to then be where Arvin tells you he has a dog

or whatever, like--

- Very good dog.

- Yeah.

- Yeah, and sometimes that led to some weird cut scene,

some weird cut scenes where like, I don't know,

You fight Nimona and then after that you meet an elite four member with Nimona and she acts like she just didn't see like she didn't see you just now.

It's just so strange.

I wanted to, before we get too much more into the, I think we've naturally been talking about some of the more larger gameplay systems and the gyms and things like that.

I wanted to ask broadly about what you guys think about the world in this game too and I don't think we'll have anything positive to say but

I guess largely this is the other problem with this game is that it wants to be an open-world game

And I have not seen such a poor

open world in terms of design

Since like

2005 this reminded me of a ps2 game where it's just broad shapes are what comprise it like

What make up the city's like I feel like?

Yeah, like there are old games that are 15 years old that I feel like do a better job of crafting worlds that look I want to say realistic because I'm not expecting this to look like I

Want to see a real Pokemon world or whatever, but it's so there's so little detail

Especially when you get higher up and you're like gliding over the world and you're seeing the pur the surveying ground

But beneath you and it's like oh wow there is just these are just shapes that I'm gliding over

Essentially topography is pretty uninspiring. Yes. It is nothing enticing bad

And they have like set location you know like oh, here's a lake and here's a desert and stuff like that and when you're in

the midst of them

Actively, it's not that bad, but when you get

Some distance and you're looking down on it. There's just very very little

Detail within this world, and I don't know I think what's interesting to me is

A lot of people write that off

I've seen I've seen a lot of people writing that sort of thing off is like oh well the switch isn't that powerful it can't

Do that much blah blah blah. It's like well

If you've seen like Breath of the Wild which legitimately launched with the switch like I don't know if- A Wii U game for peace sake

Yeah

I don't know if Game Freak is on like a time crunch to push these things out which I am going to guess is

Absolutely part of it because they do not delay core Pokémon games ever

Once they get into the marketing swing for these

They're going it's gonna get out regardless

so I feel like game freak is absolutely on a time crunch, but I

Yeah, I I don't know I I think all of Pokemon is sort of caving in on itself with

How they're I don't know okay, I don't know I don't think I guess what I'm saying is

I don't think these problems are just a game freak now. Do I think game freaks a great developer?

Particularly right now. I think there's a lot more at play other than just

Whoever's making this game and making these decisions. Well, we'll never know, you know, we can't be a fly on the wall

We don't know like there are so many

So many different parties involved in just one Pokemon game because it's not just Nintendo. It's the Pokemon company. Yeah

It's game. This is still like the biggest media property on the planet, isn't it? Like bar none something like that

Yeah, so there are a lot of moving

Pieces and a lot of people getting their say and it's kind of like we were talking about when we did our

Fast and Furious season max like the longer that that series went on it the more clear

It was that there's a lot of hands in the cookie jar all of them

Trying to vie for different things at the same. It's kind of feels like how Pokemon's been going the past

Decade or so there's just so a lot of cooks in the kitchen. Yes

There's a lot of people trying to do a lot of different stuff here

I don't think Pokemon has made the transition to 3D all that well in general.

I remember X and Y, and I didn't finish those games back in the day, but I remember X and Y not doing, performing particularly well, and those being interesting.

I never did Sun and Moon, and then you know, you and I just did Sword and Shield, and it just feels like they got too big for their britches in a way.

It's not like Pokemon doesn't have the resources, financially speaking, to concentrate and fix this, but they kind of have this Assassin's Creed sort of problem, where Assassin's Creed was every year, and it had such fatigue and design waned, and then Ubisoft took the time to take a couple years off and reinvent the series.

Now Pokemon, can they do this?

know they could but they won't miss a year because they were used to this

bottom-line performance every November of getting a huge boost in sales it's

Pokemon Scarlet and Vyse is the best selling Pokemon game ever and it runs like

garbage and the world isn't an interesting. Yeah why bother, why bother

stopping if they're gonna... It just prints money. It's clear, this game is very clear to me that the people that are working on the franchise though do want to do different things and they're probably just not afforded the time. Time is probably the big resource that the studio does not have because they are trying to upend the formula and they're trying to do new things and there are interesting nuggets of ideas within this game but they just have not been fleshed out and it feels so rushed.

They have separate teams within Game Freak.

- They do.

- I feel like all the teams are pressed for time.

I think they outsource to a degree

Brilliant Diamond and Shining Pearl.

I have to look into that.

- Yeah, that was done.

- That was done by a totally different studio.

Whichever studio made Pokemon Home did BDSP

and they did it in Unity, I think,

which is why Pokemon Inflation

was just absolutely messed up for that game.

- It's just so evident that

they either need more time or they need to reign the design in more focused.

Because the last two games have been fairly large in scope, I would say,

and not executed super well on said scope.

It's so strange what they've improved on and what they just kind of ignored.

Like, for example, navigating around the world, it's so much easier to pick up an item

and you just get a little pop-up instead of like getting the whole text box

and having to hit a repeatedly but then battles are just slow as hell oh my god

they're painfully slow it's like why why can we do all of this i feel like the animations for the

attacks and stuff are getting worse which is so weird and the i don't know how much of the terra battle stuff you guys did but oh my gosh terra transformations the animation alone for that It's like 10 seconds.

We had the same complaint with Sword and Shield, I believe, when it came to the Gigantamax stuff.

Yeah.

It's so slow.

It takes forever.

This is just me mashing A is like...

It doesn't do anything to speed it up. It's just like...

It's just getting some sort of frustration out so you mash buttons the whole time.

And Arceus was so snappy! So quick to get in and out of fights.

I just- Absolutely, yeah.

The animations did not waste my time. Yeah.

I can just jump into a battle immediately. I don't need the pageantry of a wild whatever appeared and-

I know what this animal is!

Any trainers have to say.

Let me find it!

I wanted to ask you guys about, since this is a new generation as well, we get new Pokemon in this game.

Chris can probably speak to this the best

But what did you think about the decks this time around and the new Pokemon and the new of all forms in that?

I guess we can go what's it called a?

Crystallization thing what's it?

Terra Terra Terra

Yes, that's the new form thing I

Let's just talk about the Pokemon for a second because I have some strong opinions on this

Dex and some of the new Pokemon that they've added. I don't think it's horrible top to bottom, but it's so I

Don't know. I don't have any strong feelings about a lot of this pokey dogs. Do you feel the same way Chris?

I think they're fine. I think there are I

Think there are some fun ideas like the whole like the whole palmo evolution line of

Whenever it evolves. It's just it like standing up with better posture each time

Yeah

Or having like tandem mouse and they just I don't know they breed in the pokeball see they evolve off-screen

Yeah, did you just exactly yeah?

There are some creative ideas and not in like a you have to turn your 3ds upside down kind of way like I think they're actually

genuinely creative

and I think the designs are

Are just fine like I know that's been a point of contention with every new generation going back to I don't know generation 2

maybe

I think they're totally fine. My personal issue is that because I nicknamed every single Pokemon

I have no clue what any of them are called. Same.

So I only know them from my ridiculous like illogical nicknames. I don't even nickname them

I just can't keep it straight anymore. There's a thousand of them. It's too many. I like some of the variants. I think

Claude Sire is a friend. I would like a Claude Sire plush to hug and hold

All the time. I think some of those

Not regional variants but like the the wiglets and the what's the tentacle one the one that just has the legs

Yeah, the tentacle again. I don't know the cruel. Yeah toad squirrel. I think is what it is that those things are creeps

I want them away from me, but I think they're they're fascinating ideas

So I guess like points for originality. I like how we've just gotten away from

generation one

Nostalgia and whatnot. I don't think much about the

paradox or whatever you call them the

Past and future versions of the Pokemon at the end. It's just like cool. You made delibird into metal

Whoop-de-doo

I'm not sure and then they give them cool names on top of that. It's like I am tail thorn master

- Yeah, exactly.

I don't care much for that.

And I deliberately tried to have a party

only consist of new Pokemon

because I just really want to immerse myself

and really take advantage of all the new stuff.

As tempting it is to just have like a level 80 Garchomp

and just stomp on everyone.

I had to kind of resist that.

So, and I found myself because of

the way everything, all the badges, whether they're the traditional gym badges or the Team Star stuff and the Titans,

they're all scattered and they're all of a different type.

I found myself switching between party Pokémon more than I usually do in these games.

So I have like a main party of six and like a reserve party of six and to swap them out depending on what situation I'm in.

And I think in terms of keeping me on my toes with type matchups,

um, this game certainly did that more than previous ones did.

So, you know, hot take.

I think the Pokemon designs are okay.

Max, what did you think about the new Pokemon this time around?

I know a lot of the Pokemon that you've been experiencing have been new because you've not played all of these games, but, uh, but what have you, what do you think about the new additions this time around some of the new forms, all that good stuff?

I tried for the first time in the games that we've played so far, because we've played some games before this one.

I tried to have a team of Pokemon that were new to me.

I'm a traditionalist and I guess just a boring old man when it comes to Pokemon up to this point where I get Pokemon I know and I'm comfortable with.

So if you know it's the form or something that I know from my past I just pick that.

So this time I tried to get new stuff, primarily like I got the Tinkaton and the Bella Bolt and I guess everyone gets the motorcycle dragon.

So I got the draft, new draft form, I got the Mega Man looking sword ghost.

So that was fun.

Once I caught the team that I picked from the get-go, I didn't really pursue anything else but most of the Pokemon I saw running around on the world I had either seen before or they were, I would say, boring.

There's like a donkey everywhere that I see a lot of.

Tea cups. - A donkey.

- A mule. - A teacups.

- There's a mule or a donkey. - One Bray, perhaps.

- Yeah, it's like Clydesdale thing,
or Mudsdales or whatever it is.

- There were a lot of those.

- Yeah, it was a Sun and Moon original, yeah.

- I grinded out a lot of teacups to get my Ghost Sword boy.

So there was that.

That was fine.

I think the most interesting new looking Pokemon
were the Paradox ones, just at least in Violet,
they're shiny, metallic, futuristic Pokemon.

I can't speak to what the designs in Scarlet,
I really didn't look at that.

- Chris and I said we didn't care for those.

(laughing)

- I think they're fine looking, I like robot, whatever.

They're fun.

So, but yeah, it's okay.

I was surprised that the amount of 400 kind of was,
I guess 400's a fine number.

I'm not, I didn't have a whole, you know,
Dex it stance, I guess, when Sword and Shield came out.

- Between this game, Arceus, Let's Go,
Sword and Shield, and then Brilliant Diamond,
Shining Pearl, like they've got,

I have to imagine most of the 1000 Pokemon
in the full national Dex are available
across all of these games.

So there's less of an incentive to put 800 Pokemon
into a single game or anything like that.

- I feel like 800's a bit unruly too.

You know, different types running around.

- How many were in Sword and Shield?

I know it was, I wanna say it was like five to 600,

but I could be wrong on that front.

- This can be solved.

I have the technology.

I'm on serb.net anyway already.

but will it give me just a straight up number?

No, oh, bummer.

- I will say, there's never been a time in Sword and Shield
or even in Sword and Bio-Brun where I'm like,
oh, I'm so sad that I can't play as this Pokemon right now.

I'm just kind of vibing with whatever they got for me.

- It was 400 in Galar.

- That being said, it is disappointing

if having done this whole living next project

and going to a Pokemon home and most of them have
the no sign next to it.

They're just stuck there forever.

I can't do anything with them, so.

We'll see what happens when they add support
for this game to home, but.

- Yeah, I would love to see it when we can actually
bring them all into one game, whatever that game may be,
because there are people like Chris or other folks
who have had Pokemon from the Game Boy Advance era
that have actually carried them along
for the past 15, 20 years.

And they're just stuck in this digital bank

that you pay, I don't know, \$5 a year for or something

that you can't even tap into.

And so that is something I would like to see fixed.

But this Pokedex itself, fine.

I saw a lot of Pokemon only had
kind of the two evolution problem.

They didn't go into a third evolution.

I was a bit bummed by that.

- A lot of single just non-evolution Pokemon
in this Pokedex as well, which was fine.

Like I ended up getting a Dondozo this time
'cause I thought that Pokemon was cool.

And at first I was like,

"Oh, I don't like that this doesn't evolve."

And then more I used it, I was like,

"Okay, actually this is fine."

I think I haven't really spoken too much at length about it,
but I think my one issue with the Pokedex this time around
is that it feels very indexed into certain types.

- It's sword and shield all over again,
just different types.

- Yeah, I mean, this has been a problem,

I think in the past couple of generations,
but like with Sword and Shield,

I wanna say there was a lot of over-reliance on like poison
in that Pokedex from what I remember.

This time around, yeah, this time around,
like Ghost is strangely very prominent

with a lot of these new Pokemon.

Ghost was a big one, and there was really not any decent,

I wanna say like electric types.

There was no real new water types, which I found interesting, like wholly new water types.

Obviously, there's a lot of water types within the game, but completely new water types off the top of my head.

There's like the Hondo, the Dolphin, yeah, the Wug Trio, and then the Starter.

Yeah, the Starter Duck.

And that's about it, all I can think of.

So like they were very, but then they add, I don't know, like I said, a ton of ghost types and even new forms.

Like the Annihilape is, it's cool.

I like that Primeape gets a new of all form, but why is it a go from a crazy?

Boxing monkey to a ghost with crazy hair

Okay, like sure it looks really awesome, but why is it part ghost type?

I like those are the kind of things I really don't understand and I feel like

my the reasoning in my head behind why this is be started to become so prominent is because

When they create new Pokemon in these decks is now it feels like they are working

backwards from the perspective of which kind of type matchups have we not done a lot of.

Well, we haven't really done fire grass or we haven't done... I don't know.

Ghost fighting, like...

Bird.

Yeah, like what are what are things we haven't really combined with one another and they put those types together and then they go and

make a Pokemon based off of that typing combination, which I guess is fine.

But it feels like the Pokemon are less influenced by just,

"Hey, I came up with this design for this pocket monster. I think we should put it in the game."
And it's more like

"Well, here's what I here's my assignment was to create a

Fire grass type and I came up with this jalapeno

dual headed

I don't know bipedal dinosaur looking plant thing. It's like, okay sure we'll put that in the game

And I don't even hate that Pokemon. I forget what it's called. But like it's

- Like a skull villain or something like that.

- Yeah, I feel like they are working backwards now

rather than just trying to put the design

of the Pokemon first and then figure out,

okay, well, what type would this be?

What abilities would this have?

And they're instead coming up with all the stats

and the typing and the ability,

and then they're creating the designs based off of that,

which again is not a recipe

for designing horrible Pokemon,

but it just becomes very clear

with this Dex in particular that this Dex is filled with so many type combos that we've never

seen before. And it just feels like that's kind of the sole thing they're interested in doing at

this point is mashing up various Pokemon types that we have not seen in the past and trying to

just knock out the full list of type clashes that and then that's about it. And but what happens

when they've done all of that was like then will they start getting more inventive again when it

comes to like gen 11 like I I don't know like these are new eeveelutions new

types like there's even the one the one of the other new fish I don't know if we

mentioned the one that's got the spiky things on its back the purple it's

purple and gray very fast it looks like a horrifying one that just chases you

yeah yeah that that thing is a water type it's like okay cool and then it's

all of a sudden "psychic" type as well. It's like, "Okay, sure, I guess?" Like, I'm pretty sure it's part psychic as well. So it just, again, feels like they're throwing, "What are types we've not done?" "Well, we don't have many water psychic types, let's do that!" "Well, what does that look

like?" "I don't know, it would make a barracuda and we'll get a psychic type, sure." So yeah, I don't know, that would be my main criticism. Overall, I don't think it's terrible. I do have to say, I need to put this on the record, and Max knows I've said this, and maybe we can all speak

up with what our own personal favorites are. I think the starters in this game are largely fine. I do think that gyrating bird is one of the worst starters in the history of Pokemon.

I loathe that thing. It is atrocious. Leave my duck alone. It is truly, truly horrible.

I think the best is the cat. The magician cat is really cool. I really enjoyed using

On my team, I decided I really wanted both the cat and the gator, and so I had a friend trade me a cat from his own game so that I could use both on my team.

So I used both in my own playthrough.

And I think the magician cat is my favorite.

But I also really like Skell Ridge or whatever, but I don't understand why it's ghost type.

There's nothing in its kit that really screams ghost other than when it evolves it's like,

"Oh, would you like to learn Shadow Ball?"

It's like, okay, sure, I guess.

And that's about it.

So I think the starters overall are pretty weak,

but I do like Meow-Skurata or whatever it's called.

- I think the starting designs are really good.

The apple dragon, duck with a hat, a cat with flowers,
all great.

But the final evolutions I think are pretty bad all around.

- I think that's consistent throughout all of Pokemon though

to be honest to some degree.

Like most of the beginning starters
tend to look pretty solid.

I can't think of too many games
where I've been like overly thrilled
with what the final evolution is.

- I suppose.

I mean, Gen 1 is iconic through and through.

Can't really dunk on that.

- What is Gold and Silver?

- Like even like I would say like back to Gen 2,
like I like Cyndaquil, but Typhlosion's horrible looking.

What? He's a big gator!

No, he's like, Typhlosion's especially bad in RPS.

Oh, Typhlosion's the fire...

- Yeah. - ...Cindaquil thing.

I always get those mixed up.

I'm talking Feraligatr.

Feraligatr's the gator.

I don't think Meganium's very good.

No.

- Bailey's not as bad. - We don't need to go through all nine gens by any means,
but like, I don't think the final forms of most starters end up being...
that amazing, like, I don't know.

Like, Skeptile, it's just like,

"Oh, it grew a tail and it still looks the same, I guess," is Treegoat.

I'm starting to, yeah, I'm starting to like have a hazy memory of even like Gen 5, Gen

6 Final Star Revolutions.

Like what was the fire one in Gen 6 and X and Y?

That was like the...

It's not the pig.

Dude, the stick, right?

No.

The pig was back and away.

Was that the fox?

Yes, the fox.

- It's Fennekin. - It's a fox.

- Fennekin. - Black and white.

Black and white was the pig.

- Yeah, yeah.

- Tepig. - Right.

See, I, it's all, I'm starting to, I'm losing it.

I'm just trying to think about it,

but I will defend Dancing Duck.

I think that things should be voguing.

I would love to see that.

- I chose the one I thought was the least hideous.

That's kind of how that one ended up.

You have to admit that that thing's hideous when it gets to its final form.

I like the feathers.

It is so gross looking.

It looks like a big duck.

Did y'all look up the designs of the Final Evolutions before you played this game?

I did.

Or did you let yourself be surprised?

I did.

No, I looked it up.

I had to.

Because I do like the- I did miss the feeling of walking around being like, "What the hell is that?"

I have to get that."

And this game, just by nature of having them in the overworld, definitely did that for me.

So...

I want to take the conversation, we've talked about a lot of gameplay things and open world things and kind of the structure of Scarlet and Violet at this point.

I did want to, I mean there's not a lot to touch on, but we should probably talk about the story and the characters to some degree and just how we felt like this one stacked up compared to a lot of the others.

I did not like it.

Having three different routes is fine.

That idea on its own I don't have a huge problem with because that's kind of how all these Pokemon games are structured in the first place.

There's the through line, become the champion, and then there's always another...

Evil team.

Yeah, a new team, a villainous group, and then I guess the Titan thing was really the only wholly new thing that they threw in this time around, which kind of set the stage, which I would say that tied into eventually, you know, there's usually like a small professor arc too, where the professor is involved in some way and hey, which I guess that I guess the Titan stuff ends up falling, flowing into the legendary arc, which is the other third major arc of most Pokemon games. So in that sense, a lot of what's here is not unusual.

I guess I... I don't know. I don't like the idea of this being a school and "Go find your treasurer!" and like the way that they package it is...

We don't want to teach you!

Yeah. It's like "Welcome to this massive school! Please go run off on your own. Goodbye."

I like when it pops up and says "New classes are available. Go back!"

I didn't do that.

No!

Yeah. Exactly. The Pokemon schools were always the worst part of... or maybe not the worst

But they always put schools in the other games and he'd go in there and like read the chalkboard

It's like did you know that fire beats grass? It's like okay. Thank you school

Yeah, so yeah, I the framing around the school was something that I didn't like at all

And then the characters as well I

Don't know D

I'll pass it to one of you guys do any of you had any strong feelings about any of the characters or their arcs or

It was hard to really

Have a grasp on any of them because of the nature of I mean, but we at least the way I played it

I just kept switching between storylines. Yeah, so it felt like their

progression was at a snail's pace

And I didn't really get any sense of who they were or what they wanted until

Maybe the back halves of all of their of all their stories

like Arvin with with his poor old dog and

You know, but the team stuff the team star stuff was it's truly bad get it

I I get what they were doing, but then they had like the like this very this very

Slapped ass way of trying to get us to sympathize with them with the same

sepia filtered

Flashbacks that that the champions and breath of a wild had. Yes. I like they're trying to recreate that and

because I had no context and

And not to mention the lack of voice acting, I think, hurt their characterization a little bit.

But it just did not have the same effect, and it was like, "Okay, you're all getting bullied, I get it, I feel bad for you."

But the Team Star plot by In Particular had some really silly plot twists, and then like taking back the plot twists for another plot twist and stuff like that,

and reusing a lot of tropes like the whole headmaster being like disguising himself as a kid.

Yes.

Class was very much like how do you do fellow kids have the like they did that with Sun and Moon when the professor is a professional wrestler in the background and it's like very obvious like even the dialogue prompt is like is that you and they're like oh no no.

I would never.

It just, it felt, yeah, a lot of it was kind of a retread.

I do like some of the ideas, like the whole idea of just raiding a base I think is cool.

- But that got so boring, like every single time, like hey, what if you just killed 30 Pokemon?

And then, it's like, can we, can we,

I would rather fought like 10 Team Star members, like sequentially, rather than just aimlessly run around and be like, attack, attack, attack.

Like that was so-- - Auto battler.

- Yeah, that was so mindless.

And they gave you 10 minutes to do those and what's the time it took you 90 seconds to finish them?

(laughing)

So strange.

- Yeah, bizarre.

But it was all worth it 'cause I thought the music
and the boss battle was kind of a bawler, so.

- Yes, the Team Star boss fights were dope.

I liked Arvin's plot in particular mostly.

I thought Arvin was gonna be the kind of villain
you were gonna be really personally antagonist, I suppose,
instead of Team Star on the whole.

And then it turns out he just wants to help
his old sad doggy with some magic herbs,
which is nice, and then that ties into
the legendary motorcycle dragon,
which then ties into the Professor.

So I actually thought Arvin has kind of the best
story flow of it all.

I think voice acting--

- I think it's very much the core, yeah.

- Yeah, I think the voice acting would've helped a lot.

I think it's funny when you are going down into the core,
which takes far too long to like walk to the bottom.

All of your friends are like talking about
how they know you and bragging about your origin stories.

It's like guys, I went to school and we all left.

So I think Penny's arc as well is fine.

It's better than Nimona, who someone,
our friend told us is basically Goku,

which totally enhanced my Nimona appreciation as well.

I was like, it's just Goku.

They're always happy and they're always fighting.

So I enjoyed those three.

I think the Elite Four is pretty meh, except for Larry.

- Larry coming back and be like,

dang it, I gotta do this again.

I've been hired to be an Elite Four member and a gym leader.

- Rise and grind.

- Larry is by far the best gym leader.

- He's the best character in the whole game.

- Yes.

- Larry's your leader.

- Yeah, one of the best in the series, I would argue.

You know, he's the most relatable character by far.

- Most of the gym leaders,

I appreciated that they were,

I think some of the most distinct gym leaders,

Some of them are the most cringe-gin leaders of all time.

(laughing)

- They try to give them all very distinct,

modern personas, I guess.

Like, "I'm a streamer, I'm a hip-hop ghost trainer.

Get up on stage and we'll rap and then we'll fight."

- Oh my gosh, rhyme is the worst.

I couldn't stand rhyme.

- They each have very different modern,

- Yeah, kind of personas or character aspects

that you would expect from people in the real world
to some degree.

Larry's the depressed dude at a dead-end job and...

(laughing)

- Who was the dude who made you auction for ingredients
or something? - Co-foo.

- I'm a chef and addicted to auctions.

- Yeah.

(laughing)

Here, when does auction for me and spend my money?

- We didn't talk about it with the gyms either,
but man, the tests that you had to do were always mind-numbingly dull.

"Push this giant seed around!"

[laughter]

This olive or whatever, and they put it in the baskets.

Yeah, I mean, they ranged completely. Like, some of them would be
really strange outlandish things like that that leaned into gameplay mechanics,
and then you've got, like Matt kinda said, like,

"Hey, if you give this guy his wallet back, that'll count as your gym test."

It's like, "da da da da da da da!" and then you're off.

It's like, "What is this?" It was so...

And then there's the other one I think of, I think it was the psychic one where it's like let's do
our ESP exercises

and you just have to press a corresponding button.

That's like a Pokemon Stadium minigame straight up.

Oh my god, what is, like, like there's so, there's so many, there's some that, it was just so
strange.

Like I couldn't get any, that was always the worst part of the game to me,
it was just going into the gyms because I didn't know what it was going to ask me to do.

And sometimes it was something as simple, like I,
the one thing I do like about the rap battle one is that it was just as simple
as fight people. And I was like, okay, cool. Yeah, let's do it.

And then the em the MC who's hosting it is like the final person is me.

Now you gotta fight me. And it's like, okay, yeah, let's, okay, sure. Like,
so that one was just so straightforward and it's set up and it's execution that
I appreciated it.

And then others were truly horrible because they were just not engaging in the
slightest.

Yeah, so the funniest one to me was the was the

Sledding or skiing one where you have to go downhill and it's like this is the hardest course
ever like only the gym leader can

Do this and it's like yes 15 seconds

Yeah, going through checkpoints

And it's so choppy too because it's trying to give you speed but the game can't handle it. It's
running at 20 frames

It's just bad. I did want to jump in and talk about

I don't know if you were done kind of talking about those straight stuff

but I did want to take it back to Arvin briefly and kind of his arc because I

Think he has the best single arc in the game

I think pennies is

Weak and is terrible and I don't like that they call her big boss because every time they did I
was like Metal Gear Solid

Like big boss you're here and like no stuff calling her that with Arvin in particular though

I think the thing that sucks the most about his arc is

is that they set it up pretty carefully

over the course of the game that he's kind of been hurt.

And he's got a tragic upbringing

that is amplified by the fact

that he has a tragically injured dog

that he's trying to heal up.

And I was expecting there to be some sort of culmination

with his story arc once you got down into Area Zero.

And the culmination of that arc was his mom is dead

and he's been replaced by a robo-professor.

- Damn it.

Parents are actually a little long deceased. Yeah, and then you get back to the headmaster's office afterward

He's like, oh, I'm sorry. Your mom's dead already. He's like, it's okay. This is just kind of it's it's just kind of closure for stuff

I was already expecting it's like wow, this is dark. There is really no

Resolution to any of this. It's just over the part where he was like had love for an AI robot as it descent it traveled

Through time. Yeah that dude's like no don't go

I love you

yeah, so his arc is just I

Don't it's very dark for a Pokemon game, and it's not your parents are dead

Yeah, especially because like I said they set it up in such a way that you think there will be a I guess the payoff

With his arc is that his dog gets healed and then he can fight you again

And that's about it, and that's the only good thing that happens to him the whole game other than that

It's just I had horrible upbringing

I was borderline abused my mom is now dead and has been replaced by a robot

We had to send the robot with her consciousness back in time

It's like what?

And then people are just like sorry about that Arvin sounds like a bummer, and he's like yep alright back to school everyone

Yeah, pretty much. Did you know you could go fight all the gyms again?

Set up a tournament

So Arvin I yeah like he's he's the only one with a compelling arc, and it doesn't even

It doesn't even end in such a way that felt severely good

God it felt very half-baked like most of the things in this game

Yeah, and I could go on a huge tangent about the team star stuff - I think it's

Pretty terrible. I'll just say that in short probably the thing they do with the hands and they make the stars. That's a lovey star

Yeah, that's pretty sick. I'll give them that but the whole bullying stuff it reminded

I don't know what is up with Japanese developers lately and trying to lean into bullying storylines, but it was the same thing with

Lost judgment as well a couple years ago. They're like, let's tell a story about bullying and the troubles of behind some alive

Yeah personified to some degree was sort of like that except that was more

Abuse and evil stuff rather than just being bullied. But yes

Something that is a Japanese game devs had have had a tough time

Yeah, yeah, they're trying they're trying to really lean into these bullying angles lately

I think one thing I want to mention

I think we just kind of mentioned it or you did a moment ago. Chris was the music in the game.
I

Honestly did not like this. No

No, I did not care for I thought sword and shield was better. I have so many notes. I

Did not really care for the just there was no standout track. I think the thing that is I

I think the fact that the whole game was a seamless open world took some of this away from me because in the past what has

Stood out to me about the Pokemon games is like there's a theme for the caves. There's a theme for the ice area

There's a theme for the forest. There's a theme for each city and like I know the music still changes in such a way

but it was so

It was harder to notice those transitions with the music because the whole open world was just seamless and I was sprinting around it at all times. And so it was it felt very very, I kind of need those hard cuts between the areas to appreciate the soundtrack a little bit more in my opinion. And so it didn't really stand out to me for that reason. Maybe if they just did subtle piano music like Breath of the Wild and resonated with me, pull a page out of Sonic Frontiers and just rip off the... Hey man, Sonic Frontiers is a hardcore metal soundtrack for every boss fight.

Yeah, that soundtrack didn't do much for me this time around even though it had Toby Fox on board.

Oh my gosh. I think I did like the whole dynamic aspect of the open-world music.

I think a lot of the... like I mentioned that I really liked the Team Star boss song with that's like kind of exception to

my whole opinion on the soundtrack. I think

It was hard to really place the

Using the music as an example the the theme and the feeling of this whole region in the game like

When you when you think about the sword and shield gym

Battles and how they would be like crowd cheering as a part of the song at the end like that felt very much in tune with

The sports culture and for some reason the Scarlet and Violet gym theme like when they to rastal eyes they do the same thing

Yes, the crowd chanting it's like but that makes less sense in this context

like what is what is the deal with Paldea besides the fact that they are a

Arguably more obsessed with sandwiches than Pokemon, you know, it was actually what is what is up with all the sandwich stuff in this game?

It's like a sandwich based economy

The sandwich gives powers to legendary Pokemon

Beefs your staff. I it's so I don't know much about you know, the real life region like you have like, you know

Spain and Portugal or whatever that they'd baseball dia on but

it was it was an easy parallel with

Galar and I guess in with the with Great Britain and the sports culture there, but I hear I was like, okay

sandwiches

We're getting ingredients and herbs.

Sure.

Eating that jpeg sandwich.

- Oh my gosh, that, I hope they never change that.

I hope that's never patched.

- I think they've already been trying to.

- No, I hope that's never changed.

Those animations need to stay

'cause those are actually good.

It's the rest of the game that needs work.

Oh, I am, I'm frankly surprised, Logan.

I thought we were gonna be united

on how absolute fire the battle music in this game is.

I have 13 songs I downloaded before we recorded.

I wish I could talk about them and include them all,

but oh my gosh, I think every battle theme

in this game is incredible.

The terror raid battle music, that's Toby Fox.

I was like, no wonder this is so catchy, it's Toby Fox.

There were only like two areas I wrote down

that I thought were actually good.

I think East Province number three
and North Province number two had some pretty great music.

And I only wrote one town.

And those names mean nothing, right?

East Province number three.

Where is this?

It means absolutely nothing.

But then, how do we, Lavincia?

The electric gym on the coast.

I thought that had some pretty good music.

But what you've got, the Nimona theme,
you've got the champion themes, the battle themes,

I think all of those hit really great
and just are catchy and stick with you.

And then you have the Penny theme,

where you finally are revealed

that she is secretly Big Boss.

Whoa.

That music, oh my gosh.

They didn't need to go this hard on Pokemon,
but they went that hard in Pokemon, it's great.

And then I think area zero, like when you're descending
and it's all piano and that I thought was pretty--

- Area zero was solid I thought, yeah.

- Yeah, so that's all good.

But I think the battle music in this game,
especially with the quantity of it,

'cause there's trainers, elite fours,
there's the gyms, there's the Terra,
like there's so many different battle themes,
and I think they all hit.

It's bonkers.

- Yeah, again, the music that's featured

not included like I said it was more just a situation where it didn't stand out to me as
much as in the context of playing the game yeah yeah exactly yeah like they're the and I agree
that a lot of the battle themes remain good that's not surprising it's Pokemon those are the
themes

that stood out to me the most because they were tied to specific moments whether it be the
penny

fight or the team star fight or the champion fight that you mentioned um those are all great I
thought

as well. But yeah, it was more the music around just when you're running around the world and
stuff like that. Like yeah, I can't tell you East Area 2's theme off the top of my head or whatever,
but I can recall the cave music from Sword and Shield immediately because it's so distinct in
my mind. And I've only played that game once and I didn't play that much, but I can still
remember

because that music is so integral to those moments of the game that I can think of them
immediately.

Whereas this, it's just kind of like I'm running around all over the place and yeah, so.

I guess the one other thing I want to talk about before we kind of wrap up here,

and this is something we mentioned a bit, would just be the post-game.

How do you guys feel like the post-game stacks up this time around?

Max and I probably can't speak to this with too much depth.

Max I know you kind of just stopped playing as soon as that as soon as you finish rolling
credits

I same sort of thing for me. Honestly, I dabbled around for a little bit longer, but I did not

Really dive into the postgame a lot Chris. How did you feel like it?

I feel a little I feel a little directionless

I've never I have not been impressed the postgame in any of these recent games. I think yeah

It always feels like they're saving it for the third version for the DLC the deal like that

Yeah, that's exactly what I feel like is there they tucked away the stuff for the DLC that they're gonna roll out over the next

Year and then that'll be exactly yeah, like I love the sword and shield DLC

But yeah, I cannot recall what I did after I wrote crisis and sword and shield

But like like have you found any of those stakes that are just driven into the ground

Yeah, only two or three of them. I don't know what they do or what they're tied to at all

There is I can't find any any

Lore or dialogue on this so I'm just again. I have to like depends on online guides

I guess because it just feels

It feels very last seconds thrown in there, or they just forgot to again half-baked like they just forgot to

Complete that aspect of yeah, it's weird that they throw those things in there, and you interact with them

And it's just like it disappeared, and it's like well. What is that? What does that even mean?

What am I supposed to do with that information?

Yeah, I know they have something to do with like some new legendaries that you can catch in the postgame

Which I I don't really have much knowledge on at this point

And I don't feel very compelled to fight the ship leaders again. To me the postgame just reminded me of sword and shield without the narrative hook

Mmm, because in sword and shield you have to go to each gym and fight a gigantamax

Pokemon and then

And then you fight shield Bert and sword boy or whatever the big wig. Oh, yeah. Yeah rich foe so there was like a narrative push at

least in that postgame this postgame is a

Go check on the gyms for me, please and fight your fellow students help me set up a tournament. Yeah

So I really like it's I even more

Aimless, so I'm a child. Why is that my job?

I'm a student

Please teach me biology rather than telling me to set up a nationwide pokey tournament

Don't forget to go to class

The last thing I wanted to in on and this is something that we should probably brought up at the very top of the episode

But I did want to go around and ask what everybody's core teams were that they use throughout the majority of the game

This is something we've been doing on most of these episodes, I believe

and I'm just

curious

Chris I know you said you had kind of two different teams that you used. What was your main group this time around?

I almost saw my champion team. Yeah, like the ones that I actually won with. Let's see

I I did the dancing duck

You did the dance. That's yeah. Yeah, I did

Claude sire very reliable boy of mine

low kicks

the

bug who can also I

I had a fighting-type, um,

Terra- a fighting Terra-type low kicks that

was very useful to me.

Tinkaton, who I understand looking at like the competitive subreddits is actually not that great, but I still really like Tinkaton.

Anilape, I really enjoyed.

And I had, uh, I had a Sko villain because I was just missing both Grass and Fire and it's like, what do you know?

They have one that's just both of those so there you got pretty eclectic team. I think again all

New Pokemon because that's how I that's how I roll with these games so max

I know I know your team because we follow what was your team my team was also the dancing duck

Clock clock of ill I don't know Tinkaton as well was new the fairy steel typing pair there was interesting

More leaning into Logan's point of well. This is an interesting type pairing. Let's uh, let's put these two together

I will say Tinkaton's hammer is too big because

It holds it on the right hand side and it blocks the view of the entire battle

With the camera I kind of what dude try having a Don Dozo like I oh my gosh

You can't even see how that works with the camera

It just won't vanish every time a fight would start for me

and I would have to like rotate the camera out and get like a top-down view just so it would pop into frame and I could

see it.

Yeah.

Then I had a Bellabolt,

Electric Frog thing, the Surry Ledge, the Fire Ghost Mega Man Sword Pokemon.

I finally got an Appletun because it's much easier to get in this game than it is in Sword and Shield.

Disappointed by how small Appletun is.

I thought Appletun would be a huge apple dragon and it is a tiny apple dragon and then

Far graph fair graph our further graph whatever the new thing draft evolution that made Logan so so

angry

Yeah, that thing sucks. My team was like I said, I had two starters

So I had Skello Ridge and meow scarada or whatever. It's called. I also had a bellybolt like max

I also had a Tinkaton like both of you did I

had a

Dontozo like I mentioned the giant whale catfish thing and then I went I always have to get the pseudo legendary because I'm very

Uninteresting so I got the backs caliber or Godzilla thing

Because it looks literally like Godzilla and it behaves like Godzilla

So that was that one was absolutely in my wheelhouse although. I will say I hated the dragon ice combo that makes it so

Weak like ice has to fragile ice has so many weaknesses

Like ground fighting fire like that thing has so many weaknesses

Because it is an ice type

so yeah that that felt like a

in kind of similar to meow scrotum like a glass cannon that I was trying to use and

Had to tactfully send out and know when to know when to use it

I didn't know when to keep it in my party.

But Tinkaton was the common,

I feel like that's one of the most common new Pokemon

that everybody's getting.

I feel like it's one of the only new fairy types.

And then I just, it's one of the better designs

with the whole Pokedex too, I think so.

So cool, I think that's,

we've largely talked about everything

unless there's anything else you guys

wanna bring up here at the end.

But otherwise, let's talk about this game's legacy,

which is obviously,

we're recording this a month out from when it's released.

Again, there's no DLC.

There's no redemption tour that this game has gotten to go on yet, thanks to future

patches or anything like that.

So for me, this game's legacy is that it's probably the most broken Pokemon game ever and really did a lot to damage the series and kind of its reputation, but also none of that mattered.

We didn't talk too much throughout this discussion about the performance problems with the game

or just how port ran on Switch which has been well established by everybody so I don't feel like it's something we need to talk about a ton but also I can't separate the fact that this game not only were there a lot of problems gameplay wise and systemically with the game but yeah it's horrible from a performance standpoint even though they pushed out a couple patches since release.

- Lots of Cyberpunk 2077, have I seen such an outpouring of weird GIFs and images and hilarity?

- Falling through the middle of the world.

I don't know, there's all kinds of weird stuff.

- Attack on Titan character models, where they just turn giant in amounts or something like that.

- I remember seeing one, if you just have two controllers connected to the Switch, you can push forward on both of them and you'll go twice as fast.

Just your walking speed.

Just double it immediately.

- It's great.

- Yeah, Chris, I guess how do you feel about the game's legacy at this point in time?

Again, six weeks after launch.

- Yes, very hard to tell.

I mean, I will say the weird thing is that

Scarlet and Violet made me weirdly nostalgic

for Sword and Shield, which I never thought I would say.

I mean, with Dexit and people complaining about,

oh, the animations aren't that great

and there's pop-up everywhere,

I mean, that game looks gorgeous compared to this one.

I mean, even though it was such a linear game, like there was kind of this diorama feel of the environments there and the fact that Scarlet and Violet tries to do the CDEP mount that you can go there, and everything just looks very muddled when you get near it, it's just, you know, the magic is gone.

And so, with that, I'm pretty sure that two generations now that Scarlet and Violet will be considered classics.

Like depending on just how much they beef it with the next couple generations, you know, assuming they don't get their stuff together.

So I will continue to play this just because I am very chore-oriented when it comes to Pokémon games of, you know, collecting and breeding and training and all that stuff and all your IVs and EVs stuff.

But in terms of legacy, I don't think it's really gonna matter because this game flew off the shelves anyway, so...

Who are we to say?

Max, what about yourself?

I think Pokemon Scarlet and Violet is like a flawed execution of grand ideas, right?

It's open world, multi-path, all these things.

But it has this sparse world that does little to entice you as the player to seek your treasure with technical performance and padded game design actively fighting you and slowing you

down throughout the entire game really.

The challenge is minimal in a campaign that doesn't grow alongside you.

It all feels, to quote Nimona, "fruitless."

Not fruitful, fruitless.

But there's an undeniable allure still of seeing Pokemon out actually in the open world.

I think that novelty hasn't worn off on me yet at least considering I guess we've had

Let's Go, Sword and Shield and now, and Pokemon Go as well kind of merging that with the real

world.

So there's still that allure that is engaging to some degree.

But in a year with two open world Pokemon games it's a shame that the teams couldn't together to make one true treasure for us all to enjoy. So that's what I think

about the game. They need to pool their resources for the next couple apparently.

Which would be a good idea like I don't know why they don't do that in the first

place but I guess the answer would be money because why sell one game that'll

sell 10 to 15 million copies when you could sell three of them?

will sell that many.

- The fact that they outsourced the Diamond Pearl remakes

is just putting this whole operation into question

if you ask me.

What is happening?

- I don't know.

- What are they doing with the money they're making,

I guess is what I wanna know.

Like usually money brought in like that

would allow the resources to improve.

Like even if they were on time crunches,

like you would stand to reason--

- Where does it go?

Yeah, like standard reason that like because they're making so much money, they could hire so much more talent to work on these games that were even if the windows of time were smaller that it just feels like they're really again we have no idea what is going on behind the scenes over there, but

It just feels like it's such a they're they're they're flying by the sea their pants essentially like I am. I don't know if they have 169 employees as of 2022 if Wikipedia is to be believed.

Remember they had this odd, this odd theory where they were-

That's great! I feel like it should be like 500.

Yeah! Right?

169? Like...

Yeah.

Yeah. It's very strange.

It's nothing.

They had this whole...

I think it was like, in the late 3DS era where they were trying to also do original games.

Like remember Tembo the Bad*ss Elephant?

Yes. I do remember that.

Yeah.

Pocket Jackie.

GIGO Record. Little Town Hero.

Mm-hmm.

I do remember that one too.

Yeah.

- And in parentheses, work in title.

- Do something for that game?

- I believe so, yeah. - Yes!

Yeah.

So I don't know how stretched out they are there,

and I don't know what else to say,
because I don't wanna say anything
that is probably blatantly false or misleading, but.

- Something's going on over there, that's for sure.

- I will say, despite being such,
despite being one of the biggest franchises on the planet,
Pokemon feels pretty faceless to me,
And it always kind of has outside of like Junichi Masuda.
Like he is the, he's the only person.

- Goichi Nose?

- Yeah, like there are a couple key figures tied to Pokemon,
but they're the same figures that have been tied to Pokemon
for the past 20 to 25 years.

Like there is not, like I think of other Nintendo teams
and I know Pokemon's not specifically Nintendo team,
but you know, with Mario, you got the, you've got the,
I can't remember the name.

- R.D. - But I know the new guy.

Yeah, I know the new guy who's like,

They've put out in front and they've been like, "Hey, this is the Mario guy.

This is the guy who does the snacks on the directs and he made Odyssey and hey, here's
Aonuma.

He runs Zelda."

And like, I know these are only single figures, but Nintendo like pushes these people to the
front a little bit more.

Pokemon is very faceless in a lot of ways.

And when they do put a face to the brand, it's usually like, "Hi, I'm Joe corporate

CEO of Pokemon.

And I'm here today to talk to you about Brilliant Diamond and Shining Pearl.

Like it just feels very, yeah, it feels very corporate in a lot of ways.

Not everyone can have a Sakurai or the Splatoon guy with the lab coat and sunglasses.

Yeah, yeah.

They're like the Umbrella Corporation of video game developers in some ways.

Oh my gosh.

To combine both of our 2023 seasons together into one metaphor or simile.

like that. And I think that does it for Pokemon Scarlet and Violet. Thank you so much for listening. If you'd like to check out our previous seasons, you can go to chapterselect.com or follow the show @chapterselect. And thank you to our members who support us directly.

You can learn more by going to chapterselect.com/join. You can follow Logan on Twitter @moreman12

and his writing over at comicbook.com. You can follow myself on Twitter @MaxRoberts143 and my writing over at maxfrequency.net.

You can follow Chris on Twitter at, dang it, what is compen, compen, - Compenderizer.

- Orizer, Compenderizer.

They are the managing editor over at Game Purr, so go check out their work there.

A link to the Scarlet and Violet review that Chris wrote is in the show notes, so check all that out, and until next time, adios.

- Hasta la vista.

- Hasta la vista!

That's what I should have said.

- Chapter Select is a max frequency production.

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

Season six is hosted by Logan Moore and myself.

Season six is all about Pokemon.

For more on the season, go to chapterselect.com/season6.

You can follow the show @ChapterSelect and check out previous seasons at chapterselect.com.