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- - -

Because I wanted to ask you about Tears of the Kingdom, now that Grant's not in the background aping.

Oh, we were talking about it this morning, Grant.

I figured you were.

I had to work this morning or I would have hopped in there.

How are you feeling now we've got a day to sit on it?

It took, I mean I said it yesterday, like kind of jokingly in our little discord, but it's like, "Yeah, this is what I've been waiting for.

Why don't you just..."

It took three, four years to show this and get me excited about the game in some capacity.

Like it was revealed in June 2019, so we've known about this for almost four years.

I know for a fact that it is.

You don't have to look it up because I wrote this yesterday.

I'm looking it up for me.

I'm sure it was.

It was revealed at E3 in 2019.

I actually looked at your stuff yesterday.

That initial teaser was pretty good.

My stuff.

Yeah, I went on ComicBook.com today.

Did you see my article blasting Xbox?

I did not see that.

Redfall absolutely needs to be delayed and I just went into a whole diatribe about how Xbox keeps dropping the ball left and right with everything they release that isn't Forza Horizon and HiFi Rush which came out of nowhere.

Was this yesterday?

Today?

Yeah, I mean the title of the article is just like "Redfall needs to be delayed" or something like that.

It's very blatant.

I don't see...

You'd have to scroll down.

You'd have to go to the gaming section.

your website hides the toolbar

if the window isn't big enough.

That's frustrating.

- What?

I've never seen that happen.

- It could be my ad blocker, it could be my whatever.

I shut off the ads by the way.

Your site is disgusting.

- Yeah, I know.
- 'Cause I wanted to see,
the reason I went to your site today was
I wanted to see the screenshots you chose
'cause you were talking about that.
Dude, your screenshots are like tiny little thumbnails.
It doesn't matter how visually the quality is of it.
- Oh, it does on Google.
- Oh, on Google it's a big picture.
Okay.
- No, on Google, I think Google often chooses
which articles to highlight based on image
and difference of image and stuff like that
because it doesn't want the same image popping up
in every single article that it chooses to file.
So like--
- Now we make mistakes.
I write so many articles that it's important for us to have diversity of images to pull
from.
So that's why I was trying to capture so many yesterday.
Gotcha.
I was like, dude, no one cares about the image quality of this.
It's just the colors and stuff.
I will read your Redfall thing later.
But let's back to Tears of the Kingdom.
Yeah, okay.
It was E3 2019.
I remember that.
I was sitting at my desk at Disney.
I was in the press room at E3.
Doug Bowser is like "and we have one more thing."
I can't remember everybody freaking out about that.
The announcement I still remember the most is Metroid Prime 4.
That's the one everybody lost their mind over the most that I can ever remember.
And it never happened.
Shhhhhh.
It's coming.
The whole E3 convention center screen lost its mind.
I do wonder if that's going to take a Breath of the Wild approach and just launch on Switch
and Switch 2.
I feel like it's just Switch 2 at this point, but who knows?
Anyway, the trailer was pretty good.
I watched it twice.
It was a good trailer.
And now I'm content.
I don't need anything else.
Yeah, same.
I don't think we're getting anything else either, so.
No, I don't believe we will.
So what's up with Ganondorf?
Why does everyone just excited that it's Ganondorf this time?
Because he has not been in a Zelda game in 17 years.
Has it really been that long?
Twilight Princess in 2006 was the last game he was in.

He wasn't technically in Skyward Sword.
He wasn't in Skyward.
He wasn't in Breath of the Wild One.
That was just Ganon.
He wasn't in Link Between Worlds or Link's Awakening.
He really hasn't been in any Zelda game.
Wow.
Yup.
Dang.
'Cause it's Ocarina, Ocarina, Twilight,
and this are like his three appearances now.
I don't think he has any others that I can think of
in the older games. - Wind Waker, Wind Waker.
- Oh, Wind Waker, duh, but.
- Iconic in Wind Waker, my first Ganondorf.
- But yeah, that's it, he's only been in three games,
so this will be his fourth.
- That's so weird, 'cause when you think of Zelda,
you think of Zelda, Link, and Ganondorf.
- Yeah. - As this--
- Well, there's different forms of Ganon, obviously.
Ganon is almost always in it.
- Yeah, Ganon is big. - Ganondorf is his,
yeah, Ganondorf is the human form of him,
so we don't see that very often.
- Yeah, but I don't know. - Not as often
as Ganon, at least.
- And look, like even in Smash Brothers,
Ganondorf has been in since Melee.
Like, he's just ubiquitous with the Triforce and--
- With Zelda. - Zelda and stuff.
So it's just-- - When you think of Zelda,
he's like, there are three main Zelda characters,
Link, Zelda, and Ganondorf.
- I saw someone else say,
I thought we were getting Demise as well.
- That'd be so lame, I'm sorry.
- What is the problem with Demise
being the origin of the evil blah, blah, blah, blah, blah?
- I don't have a problem with that.
I just don't, like people are like, oh, to see it.
It's like, no, it's done.
That's in that game, it establishes Ganondorf.
Go away now.
- I think it's just, to me Ganondorf Demise,
it's all just the same evil energy, Calamity Ganon,
you know, big amorphous, whatever.
I think it's the same source of evil in the world.
- I know, but I've heard some people saying
they wanna specifically like see demise
and stuff like that again.
It's like, please don't. - No, I want callbacks.
I want callbacks to his iron.
Like that shot, that shot of him with his wavy hair,

like a wide triangle of red, flamey-looking hair,
like that's cool.

That's demise energy.

I don't want him to be called demise.

I just want callbacks to it.

I wanna acknowledge that. - The reason I don't care

about demise either is like it is like there's like I don't know there's just I
just don't like skyward sword how about that it's simple enough it's fine I love

it that was also my first that was my first Zelda game at launch was skyward
sword big deal then I let my girlfriend at the time borrow it and she destroyed
the box. I mean at launch dude I bought Majora's Mask the day it came out.

Yeah but my first launch Zelda was was Skyward Sword. I bought Twilight used.

I remember Majora's Mask came out and me and my dad had like been hyped for it
because we both liked Ocarina and he played it and I remember we went to the

store and got we were gonna get it and then we found out we needed the
expansion thing and my dad was like oh this is gonna cost more money and they're

like yeah and he's like we gotta buy the expansion thing for n64 and he was like

I was like oh I still want it he's like okay so we had to like buy them both

together I got mine Hollywood video Brownsburg maybe it came with I bought

I bought it with Donkey Kong Country or Donkey Kong 64 because you needed the expansion
pack

to play that.

I think it came with Donkey Kong 64 didn't it?

Yeah but we bought DK I think in a garage sale so we had to buy it separately or something
but I remember getting that.

I'm jazzed, I like that the Switch is out in two weeks.

Oh, I'm excited to be picking that up.

- Dude, that's so crazy.

The expansion pack is a RAM add-on for Nintendo 64,
which released in 1998.

The only games that require its use

are The Legend of Zelda's Majora's Mask and Donkey Kong 64.

- The only two games?

They only require it?

What?

- The expansion pack was utilized in Majora's Mask

for more on-screen characters at a time,

as shown in Clock Town.

So they could get more characters on a screen also without the add-on most of perfect dark is
inaccessible including including single-player mode

So it is needed with perfect dark, but not fully

It was also used to unlock additional levels in Starcraft 64 and the brood war expansion

Why oh, oh it was used to unlock the levels from the brood war expansion on n64

Wow

- Strange accessory.

Could you imagine that today?

Buy this accessory to add more power to your console.

- They kind of did it with the new Nintendo 3DS

when they're like, "Hey, Xenoblade is on DS,

"but it can only be played on this version of the system."

- Super Nintendo games only on new 3DS.

- Which I don't buy.

I feel like they could have got those running on older--

- I guess the question would be--

3DS systems. It's probably just an incentive forcing people to try to go get it.
I guess the question would be to look at what the homebrew community is doing with like base 3DSs and see if they can emulate those on there.
I mean there's no way that... Yeah, because they could run Game Boy DS games, I can't imagine anything. Well those like old SNES games, if you look at them, they're like total data on the consoles, like megabytes. Five megabytes is all over to the past or something crazy like that.
- It's more the engine or the emulator they're using.
I'm not saying that it's justifying it.
I just, I don't know the tech behind it.
I can't speak to it.
It's, and you know, the Genesis obviously did it, the tower of power.
But I don't, N64DD, that added a disk drive and more power.
But nothing else since has had like a power add-on.
There have been technical add-ons, memory cards, networks, hard drives.
There's been some examples of it, but nothing to where it's ever been like...
But no accessories. There's actually a lot of mid-gen upgrades, like PS4 Pro, Xbox One X, but they're never required to play things like this was.
True. I'm just thinking more of an accessory that you purchase and it adds functionality instead of a whole new piece of hardware. Weird times, weird times. The Tower of Power! What was that? That was a Sega CD, a 32X, and there's another piece in there, isn't there? The blaster or something? Yeah, something like that. And then if you put Sonic 3, Sonic and Knuckles on it, then you would. So it was the Sega CD, the Genesis, the 32X, and then if you wanted it to be the tallest you would put Sonic and Knuckles and then Sonic 3.
'Cause Sonic and Knuckles was the add-on there.
Final question about Zelda and then we'll... and then I have one more other thing I wanted to bring up and then we can get going.
Um...
Um...
Oh, are you gonna play it at launch?
I want to. I'm really concerned about-
I know we have Resident Evils to knock out, a la this show.
Yeah, I'm more concerned about my personal timeline, because it's out the 12th.
Well, what else are you playing this summer?
Just Zelda, and I thought maybe The Last of Us and Pokemon.
Because we'll have a good chunk of time. I've already told you-
Oh, we'll have time. I'm just saying initially at launch, it comes out the 12th.
the 12th, a week later we close on the house,
go out of town for a wedding,
and then we will have six weeks to move.
And so my free time will be moving.
- I feel like that's a good game, though, honestly,
to play in between the little chunks of time you have.
'Cause that's kinda how I played the original game as well,
is I was playing in little spurts here and there.
- It might be how I play it.
I wrote about that, actually, on my blog.
- I really liked playing that.
I feel like I beat Breath of the Wild like a good six to eight weeks after everybody else but I really enjoyed just taking my time and not...
Because it is one of those games that you just kind of want to sink into.

Like "Oh there's a mountain over here, I wonder what's at the top.
Oh my gosh I found a dragon!"
Like crazy stuff like that.
I think it's...
I haven't played a Zelda game for myself.
Like a 3D Zelda game for myself since 2011 so it's been over ten years.
You played Skyward Sword last year or something didn't you?
- Yeah, I mean a new one, I'm sorry.
Like, 'cause I played Breath of the Wild for work,
and I did play Skyward Sword a few years ago on the Wii.
It was before the HD version.
So, it's, I think actually I played it
before Breath of the Wild.
So it may have been five years ago.
But yeah, I'll be in the middle of moving
and dealing with whatever that is,
and obviously I have a baby,
so my normal Zelda experience of sitting down on the couch,
TV and playing, probably not going to be happening. And I'll be playing handheld, which is something
I don't do a lot with my Switch. So it's going to be a new experience for me and I'm curious
about it. I'm open to it, receptive, but I just don't know what my time will look like.
So do I boot it up at launch and then a week later not play for four or five days and then
start the moving process and who knows how consistent or do I wait until I'm moved, set
up and then play? I don't know. I think again, I've played that game a lot.
I mean that was when the switch came out so I was definitely taking more full advantage
of what the hardware allowed for. Sure.
But I would, you know, play on my TV for a bit. Okay, now I'm going to undock and go
play in my bed and now I'm going to go do this. And like I really did like that game
more than any other game was the one where I just kind of played it wherever and whenever
I had a little bit of free time here and there. I don't know. I I
Don't know how you played the first one if you did it in a similar manner
I will I was on the guide for it. So I was docked recording constantly. I
Rarely played handheld. It's as somebody who played it more intermittently. I really do think it
is a good way to play
That game it could be it's just so I'm I just just I'll try it
Yeah, but it just jumping into it
I've already told you what my goals are for this summer and they're quite ambitious with new
game or not new games
But like we're gonna have our little break here and I want to play obviously we'll be playing
Pokemon, but I want to play
After the Resident Evils are done
Zelda the Zelda
Isn't there a Yakuza in there? No, no, I didn't ring. I will play Elden Ring
That is the game what you're gonna play Elden Ring and Tears of the Kingdom in the roughly
the same period that's gonna be
That's wait till you hear what else well. I'm gonna play that and then I really
Want to play Red Dead 2 finally I'm gonna start it over. I want to get through it
Oh my god. I want to do it all okay
Well alright want to do right now - and then on top of that dude
I think Final Fantasy 16 looks badass that game looks
Awesome. I am NOT you know I'm not like super
I know you're not by any means and every time they show that game on like dude this looks
sick

I want to play this like it just looks cool as can be that's a lot of that's a lot of stuff in May June July

Good luck. I will out of all the lot of open-world games for sure Elden Ring is at the top of the list though

I'm like I have to play Elden Ring. I know you're big you're big Souls boy. I would put my

You know name in the hat for Red Dead it is

to play to play Red Dead again for the first time would be

Wonderful would be actually magical and you need to play it

I don't know where you bought it originally play it on Xbox and you know, I never say that but play it

I have it on PlayStation

Fortunately, okay. I mean the ps5 version or

Playing the ps4 version on your ps5 will probably be pretty good, but I am calm

I think there are series X. I think there are series X enhancements

Which is why. I think like slight ones, yeah. I've seen the comparisons and I know that they're better.

I know it's better on Xbox platforms. It was even that one X was the thing. Yeah.

I mean

What is this? Okay, here's a patch.

PS5 and Xbox Series patch could be in jeopardy. Never mind. That's a terrible headline. They got me. They got me.

Yeah, there's no Series...

There's no Series X

Performance because it's on sale right now 20 bucks six days remain on Xbox. I

Really want to play it on PlayStation. No, I don't it's that's cuz that's where you play the first one identified

That's what I where I play all my rockstar games. I don't know why good good. Actually, that's not true

I play I did play GTA 5 on Xbox strangely, but I

Either way

Red Dead is

Yeah, I know to play the Red Dead again

The thing with Red Dead is like and the reason why I want to play it is because I know what type of game it

Is now and my expectations are properly set it is a slower paced game

You're there for the story you just kind of ease into it enjoy the world like before

I was kind of it is I think it's even starkly different from the first Red Dead

Which is a little bit more grand theft auto and the second one's much more

Please live in this world you are a real cowboy

We're gonna tell you a story about Cowboys and things like that and I was like not

Expecting that and I don't say I hated it

But it was I bounced off of it because I was like this is not what I expected now you know now I that I know

Like I because I don't think it's a bad game

It was just yeah, my expectations were out of whack and it did not click with me at the time because I was like

Trying to speed through it to some degree and I heard people be like this games like 80 hours

I'm like, oh my gosh, I just finish it

and be done. - It is in the hours.

It's a monster, but the journey they take you on is incredible.

There are top 10 gaming moments, multiple of them in this game.

It's just-- - And I don't know,
I don't know anything about it other than the fact
that what's-his-name gets sick and dies on top of a mountain
and that's it. (laughs)
And then you play as John Marston.
So I do know that. - Shh.
Yeah, that, ah, man.
- Playing as John Marston though was something
I always expected.
People were like, "That's a huge spoiler."
I'm like, "The game was clearly going to hit you."
- No, it's the-- - It's gonna shift that.
- It's like-- - Playing as John.
- Transition period.
That moment of passing the torch.
Arthur Morgan, by the way, is his name.
- Yeah, I know, yeah.
- Oh my gosh, what?
Jim Milton writes again, it's probably one of the greatest
chapters in Red Dead history.
Oh my gosh.
It is-- - Yeah, so I wanna play it
10 out of 10.
And I did enjoy a lot of it.
What I played it was just one of those things where other games were coming out and then
I got sidetracked.
Like I said, this summer there's not a lot releasing.
Final Fantasy is like the one thing I can think of that I want to play.
And other than that it feels like we're going to have a three month empty window between
new releases and stuff we're doing here for the show.
So I feel like I'll have a chunk of time to knock out this stuff that I do want to play.
All right, I wish you luck.
Final Fantasy XVI will be towards the bottom of the stack, I think, but I do absolutely
want to play that game because I just think it looks...
I think that's a game I could get to eventually.
It sounds cool.
I really actually haven't seen very much of it.
You should watch that presentation from yesterday because they do a lot of things like, "Here's
the characters.
Here's the story.
Here's the world that you'll be running around."
It was like a 25 minute state of play, right?
Yeah, and then they get to the point where they're like, "And here's the combat."
And they just show you like five minutes of like combat and it's...
It's action, it's real time, right?
Like real time action combat?
- Yeah, it looks like DMC.
It looks like DMC with RPG undercurrents.
Like, it's crazy.
Like, he's like whipping out so many abilities
and like just one thing after another,
I'm like, dude, how many powers and abilities
are in this game?
How much can you do?

'Cause they just show you like,
they're just like, eh, we're gonna go crazy.
Here's a lot of the combat mechanics
he can play around with.

And at the end of the presentation, he's like,
"Oh, and we also barely showed you anything,
"just so you know."

And I'm like, "Oh my goodness, what?"

I think it looks gorgeous too.

Like I think that's one of the prettiest games that I,
that's one of the prettiest games I think that it looks like
is coming to PS5.

- I think that's the power of building for one console,
at least, like they're able to leverage it.

And I think there's no PC version announced, right?

- That kind of does not really--

- There's rumors, but there's no official announcement.

- They commented on it.

They commented on it and said like, pretty candidly
and said like, look, we have six months of exclusivity.

Does that mean a PC version will be released in the future?

Yeah, probably, but also that doesn't mean
it's coming right out, out right after the six months
is over, so it probably will happen in the future,
but also we designed everything for the PS5.

We would recommend you play it on PS5.

Don't wait for another version of the game.

Like they very blatantly laid everything out like that.

- I really question if it's gonna come to Xbox at all,
'cause I feel like Square hasn't put anything on Xbox.

- Square just doesn't release anything on Xbox, yeah.

- But 15 came to Xbox, right?

- Did, but that came at launch.

- Is 14 on Xbox?

The MMO?

- I don't know.

- I think so.

- I think it might be.

13 came to Xbox.

Was 13 the first one on Xbox?

- No, it's not on Xbox, by the way.

- Oh, interesting.

- Yeah, they got "Fantasy Star" on line two instead.

That's their MMO.

- Okay.

It seems cool.

It might be something to pick up for myself down the line.

I'm not anticipating it.

Honestly, I have a lot to play.

I think this summer, my summer games I think will be Zelda, Star Wars, because my parents
bought that for me as a super late Christmas present, and I think it's time to play The
Last of Us Part 1, which will also result in a Last of Us Part 2 replay, so I might
just do a double feature.

Okay so here's what's crazy, and hopefully I don't drive myself nuts, and I don't think

I will because I want to actively play all these games but here's the crazy thing so I laid out all those games that I want to play. What comes out after summer is fall. Oh Spiderman. No. Well yes but that's not what I'm thinking of. That's also in the category of massive dozens and dozens of hour RPGs that I would like want to play. Hold on give

- Give me a minute.

- It's a very, very, very big game.

- This fall or late summer?

Fall?

- I mean, late fall, early summer.

- Oh my gosh, what is, oh, oh, oh, you stinker.

What a bad video game.

Starfall.

- Starfall? - Starfield, Starfield,

Starfield, Starfield.

- Starfall, that's not a game.

- Redfall, Starfield, it came together.

- Yeah, you combined the two of them.

- Yeah. - Starfield.

- So it's gonna go, it's gonna go Zelda into Elden Ring, into Red Ted, into Starfield.

- Then you realize Starfield and Spider-Man are gonna launch within a week of each other.

- Yeah. - I have zero doubt.

- I kind of wanna push to review Starfield.

We'll see.

- That sounds...

- That sounds daunting. - Daunting.

- But I know...

Like, and you know this 'cause you've known me for a long time.

That is like a game in my wheelhouse.

I know Bethesda's RPG so well.

I've played everyone. - I get it, I get it.

Other than 76, I did not touch that game with a 10 foot pole.

I've played every Bethesda RPG since I guess Oblivion came out.

So both Fallouts, both Elder Scrolls games, and now this.

So I'm like very excited for this.

And I've been in the zone for a game like this.

Like I've been looking in the zone for a game like that after playing Zelda Elden, Rain, and Red Dead.

I think so because I have been when I say when I've been in the zone for a game like that

I mean like I've been in the zone for a like Bethesda style

RPG in particular

The soundtrack sounds dope I think the ideas seem dope like I

Has a potential could be good, and I think I mean you listen to sacred symbols to Collins been really hyping it up too because I

Don't know if you listen to what he says about it

But he's just like I don't think this game comes out and is anything like less than stellar

Because it's not yeah, because if it's not then Xbox has like massive massive massive problems on their hands

So basically he's like there's no way they release this game and it's not going to be like extremely good

And I'm like, that's a good point. That makes me confident. That makes me

It that is true it has to release like that I'm I'm just more doubtful of

Xbox's ability lately if it's I I don't think it's gonna be but I will say this

this, they did delay it. They gave, what was the original date? Like 11 11 11. Yeah, they gave it a 10 month delay. Which, awesome. And honestly, and everyone, I think 343 has more problems than Bethesda. I think so too, I would, well, I would like to think so. We have not, and again, 76, this is their first game since, this is their first game since Bethesda proper right since car out for Oh follow. I'm sorry. That's right. Yeah, I'm sorry So it is then and that was one in stall for me. So it's been eight years I know 76 was their last game, but that was a sub team within BGS which they trotted out Todd Howard does sing its praises and stuff. This is their first game in eight years. They've got a new engine

They've got new IP. It's not a new engine. It's built up engine. It's not new. Well, yes, it's it's an improved version of their previous

But they have not done that since Oblivion, which was like '06? '07?

So they've been working on hamfisted versions of that OG X-Box 360 engine.

I think the creation engine or something?

Yeah, something like that.

I think it's that.

Okay, yeah. Good luck, man. That's a lot of open world. That's a lot of open world.

And then what's out later in the year? Anything else?

Nothing that dates beyond Spider-Man.

on Spider-Man. Well Spider-Man doesn't have a date but we know it's fall. I don't think Xbox has anything after Starfield. I mean there's got to be some other big stuff. Oh Forza, Forza whatever. Oh I know what my other big one is personally. What? Alan Wake 2.

Oh is that this year? Yeah and they actually recently doubled down on the release window for that. They're like nope it's coming along we're gonna release this year. I was like

Okay good. Okay cool. That'll be fun for people.

Yeah, well, factions... I think factions would be this year.

Maybe. Let me see. I'd be amped for that.

Real quick, let me see what else is out this year. So Pikmin 4 is July, so that's the only July game.

Are you going to get that at launch though? I might. I might burn my other Switch voucher on it.

uh...

but then we've got yet allen wake too

uh... no more shoes i squat

for to is this year forgot about that

which you will be playing correct

say again i was reading something forts uh...

i want to mister sim racer fan over here

i would like to that game looks very beautiful another big one for the back

half of the year probably is Mortal Kombat 12. No way. Yeah, they announced it. They announced 12? Where have you been? This was like two months ago. Dude, I'm not on the internet. Yeah, dumb new Warner Bros CEO like, or whatever, Zaslav or whatever his name is, the Warner Bros Discovery CEO was like talking about their games in an investor call like two months ago and he's like "Yeah, we got a lot of great games coming up. Mortal Combat 12, it'll release this year." And everybody's like "Wait, what?" And then Ed Boon took the Twitter and he's like "Y'all heard nothing." They still haven't shown it off, but he blatantly was like "Oh yeah, Mortal Combat 12." Oh, that's gotta be a Kili summer thing then.

That's gotta be a Kili thing. Yeah, probably. Oh my gosh. What if we could play as Joel in Mortal Kombat 12 or Ellie?

(laughs)

- I know some things about that game.

- Oh!

- That I can talk about. - Tell me?

What?

Just tell me.
It's Secret Between Us.
I won't include this.
- Nope.
- I'll snip it right here.
Snip, snip.
Just tell me this.
You ready?
Do they bring Kratos back?
- I just know some things about the roster.
That's all I know.
- Do they bring Kratos back?
You, sir. Tell me your secrets. That would be a good idea. They should do that.
They should bring that. That would actually be a really good idea.
Modern Kratos with the axe. And the blades. And the spear.
That would be really dope. They should do that. They could put Abby in it with a golf club. He could do that. He already said he won't add Ellie. He won't?
Yeah, somebody was like, "You should add Ellie!" And he's like, "I'm not doing that, no."
He's like, "I like her too much.
I don't want to see her get beat up."
I think Ed Boon said that.
That's pretty good.
All right, we've talked for so long.
I got to go potty now, and then when I get back, we'll go.
Send me the link to the thing.
The doc?
I did earlier.
Oh, did you?
I didn't see it.
Oh, it's a...
I was outside when you sent it.
I have one more thing to talk about with you, but go to the bathroom first.
Just tell me what it is.
Go ahead.
Just our annual recording of our E3 predictions.
Oh, you wanna do that?
We've done it for two years now.
Apparently both years on June 6th is when the episode goes up.
So maybe...
We might have to do it earlier this year if PlayStation's doing their thing in May, which I think is the rumor.
Oh, I was gonna say we have to do it earlier because I'll be moving and this will be torn down.
Oh, that too.
We do need to record it, at the very least, get it on the calendar for our annual shenanigans.
- I'm down.
All right, I'll be right back.
I'm gonna get more coffee too.
- Hello everybody and welcome to Chapter Select, a seasonal podcast where we bounce back and forth between a series exploring its evolution, design, and legacy.

For season five, we are covering the Resident Evil franchise.
My name is Max Roberts and I am joined, as always,
by Logan Moore.
Hi, Logan.
It's time to start the co-op games! Huzzah!
Co-op. Together. Working together.
We are working together.
I mean, technically, the first co-op game was Zero.
I knew you were going to say that, but it was co-op with your self.
Self co-op.
I would love to see Zero with actual two-player co-op. That would be kind of cool.
Yeah, I think they toyed around with multiplayer elements in the series before this, before RE5.
Look at that, there had to be shooters.
Yeah, well there was like Outbreak and stuff like that which I know had online elements, stuff like that.
But I don't know a lot about those spinoffs.
This is definitely, I mean they definitely got co-op heavy with Resident Evil here between this and then obviously 6.
I mean this game is co-op.
Yeah, this game is meant to be played in co-op.
Can you imagine playing this game in single player?
No I can't.
We're just kind of diving right into the discussion of the game now, but
Yeah, this game is kind of has to be played with co-op 6 would be even worse. I think without co-op
So well, but then you had operation raccoon city which was the same thing except that one was bad
So yeah, but the box is cool on that one. It must be a good game the box does look cool
You got umbrella agents running around raccoon city. How is this game bad? It can't be bad how they screwed it up
Oh, well, I've never played that one. I'm kind of like
fascinated to I remember I was like excited for that one and then all the reviews came out and everybody's like this games a bore it
Don't play I was like, okay
Duly noted duly noted, but you know what now you probably go pick it up for 10 bucks
Fulfill your maybe lifelong dream. Maybe I'm running by I'm gonna run by a retro game shop after we're done with this
podcast actually so
Have fun shopping gonna spend my tax return riches all
\$75 of it maybe
So my goodness gracious
Resident Evil 5 we're nearing the end of the season max. We've only got a couple episodes left, but these are definitely some of the
We're doing five and six back-to-back here. So this will be interesting to do each of these games because obviously this is where
The series started to go downhill in some capacity before it was
Rebooted, you know what? I just want to say it. I want to say it now. I want to preserve it for the record
I am excited to play Resident Evil 6.
Okay.
Because A, I've never seen this game at all.
I understand what it is conceptually.
It's a co-op game with like four campaigns or something.

I probably saw a trailer when it was being promoted back in the late, or the early 2010s, because the game came out in 2012 I want to say, so I've probably seen trailers of it, but at that point I had no knowledge of Resident Evil, so I probably wasn't paying attention. But coming out of playing, you know, nine games now, this is episode nine, I'm jazzed man, let's go.

This is gonna be fun.

Now, is it as bad as everyone says?

I don't know.

I'm gonna find out.

But right now, I'm excited to play six.

I'm excited to play it in the sense that I think it, I played nearly half of it with our friend Michael Ruiz and the best part about it was that we were simply playing the game together and it's fun to just play games together with your friends sometimes. I would say our experience here with RE5 was definitely amplified by the fact that we played it together which I actually want to talk about once we get into talking about the game a little bit more here. And so I think in that sense like us going through RE6 together having it be kind of the final game of the season. Obviously we're doing an episode about remake but remake is kind of RE4 remake is kind of different. We've already played RE4 obviously. So I think experiencing this game together in full together as kind of one of our final episodes of the season will be fun. But that being said, I do remember when I played it with Mike and at first when we started playing, I was like, "This game's not bad at all. What's everybody talking about?"

And then I got like halfway into our second campaign we were doing and like it just hit me.

I was like, "Oh man, this is not good.

This is not a fun game."

So hopefully you can keep up that excitement and optimism and positivity throughout the whole game.

But that 8-10 hours in when I was playing it, it definitely hit me that maybe this game is not that good at all.

But I don't know.

We'll see.

We'll see.

Next episode.

Next episode, yeah.

Let's talk about RE5 today.

Before we do, let's do the rundown and get all the basic information of this one out of the way up front.

Of course, developed and published by Capcom, it released in March of 2009, March 5, 2009 originally when it came to PlayStation 3, Xbox 360, and it's also come to PC, PS4, Xbox One, and Nintendo Switch since that time.

The game director on RE5 was Yoshiyuki Kondo, who you noted was also the remake director of the remakes of Resident Evil 2 and 3 and it was co-directed by Kenichi Ueda.

The producers on this one were Jun Takeuchi and Masachika Kawata and you also noted that they produced the recent remakes in addition to Resident Evil Village and some of the more modern Resident Evil titles that have come out.

And then the music on this one was done by Koda Suzuki.

The Metacritic, so we have a bunch of different Metacritic scores here.

The Metacritic score overall was an 84 out of 100, which is a little higher than I feel like I remember.

That's in line with Resident Evil Village.

Yeah, that's interesting.

I don't think this game is bad.

I don't think it needs to be in the low to mid-70s.

But I do remember most of the publications that I think I was reading back in the day

didn't give this one as high of marks.

We also have the Metacritic scores here for the DLC, both of which we played.

Lost in Nightmare scored an 81 out of 100, which I am surprised it's that low to be honest.

I think it's pretty...

You and I thoroughly enjoyed that, which we'll talk about.

We'll talk about it.

And then Desperate Escape was a 73 out of 100, which I understand a little bit more.

That one makes more sense.

The Lost in Nightmares I'm a bit conflicted on.

I think I had more fun than an 81, but content-wise 81s might even be a little high.

So that's an interesting dichotomy there, but we can sink our teeth into that.

I'm looking through some of the reviews and I noted that some of the publications I was reading back in the day gave RE5 lower scores, and that's actually not true based on what I'm looking at.

I remember X-Play gave it a pretty moderate score, for sure.

But PlayStation Official Magazine, which I definitely read, gave it a 10 out of 10.

Game Informer gave it a 9.5 out of 10, which I was also definitely reading at that point.

I was not much into, even IGN gave it a 9 out of 10.

Back in the day I was very much into Game Informer, Playstation Magazine, Xbox Magazine, I don't know, I think Game Pro maybe still existed at this point, and Electronic Gaming Monthly, EGM, and then X-Play.

Those were the roots of how I got into doing what I'm doing now.

Giant Mom also gave it a 10, or a 5 out of 5 probably on their scale.

So it is a little bit more interesting because I feel like this is kind of what I said before, and we'll get into, start talking about the larger game as a whole here.

I feel like this is the game that people point to as like the downfall of Resident Evil before they then had to reboot it following 6.

Like what 6 was and why people hated it, a lot of that begins here clearly.

know with co-op, even heavier emphasis on action compared to 4 for sure.

And a lot of those things really bounced off people that much harder.

Because really what is seen here in 5 is just expanded on and blown up to a larger scale in 6 and everybody hates 6.

There's a lot of common DNA between that game and this one.

And I think this is the natural progression from 4 as well, given not only what Resident Evil was doing, but also the game development scene at the time. Everything in multiplayer and co-op in the PS3 and 360 era.

Co-op was a huge, huge thing at the time. Because this was, this release, I mean I think this released, so this was 2009, I think Left 4 Dead was '08, if I remember correctly.

Not saying like Left 4 Dead caused all of this, but like when I think of co-op games from that era I think of, you know, Left 4 Dead, the Halo games were big because you

You could play them in co-op, same with Gears.

Like couch co-op was a huge thing at this point in time, or even online co-op was really starting to become very prevalent.

And so this game, yeah, it was a natural expansion on what 4 was, and then they added the new

hotness at the time, which was co-op multiplayer.

And so it just made sense.

I found X-Play's review.

They gave it 3 out of 5.

That's what I thought.

Yep.

And then they had like a because I remember that huge discussion that they had

We that I can distinctly remember like that episode because I've shared my resident evil story a lot of times on this

This is the game that got you

Yeah, right

Yes

Seeing the previews for this game is what made me go by every other game and play through them all cuz like this game looks so

Awesome though, man

I want to play this this looks like the coolest game ever and x-play was all the previews were hyping it up

like this game is gonna be awesome.

Resident Evil 4 was already one of the best games ever.

This looks like it's gonna be in line with that.

Like this was like one of the most hyped games of that time period.

And I was like, "I gotta play all these Resident Evil games."

So I went and played them all and then when I remember when the X-Play episode dropped where they're like, "Three out of five!"

I was like, "Did I really just play all these games in the lead up to a mediocre game?"

Like that was like what was going through my head.

And so then I then I kind of realized though

Like it was more about the journey than the destination as I got down there. I was like I was like okay

I've enjoyed all of these games individually though, so it wasn't like I was like powering through just to play five mm-hmm

but yeah, I don't know so

What's your own thoughts on this one because I this is a very?

Different one compared to a lot of ours, and I do want to say this up front before we go any further

You and I have played you and I played this entire game together all the DLC the main story everything

but I think we did a just to bring our listeners and I think we did a really good job of not

Talking much about what we actually think about this game

Like there were some moments like obviously where we were like

This is awesome like during like Chris and Wesker throwing hands at each other or something

like that or Wesker catching a RPG

In his hands and just holding it there or chucking

jet missiles, Sheva and Chris.

But we have not talked ad nauseam about

what do we think about this game?

What are our thoughts?

So we really, we played the whole game together.

- I've intentionally been quiet.

- Yeah, I don't really know what you're thinking,

so I'd love to hear your thoughts on this one.

- This, it's so different.

This whole season we've been isolated

to a degree in our play, right?

We don't talk about the games beforehand.

We just, and then to be thrust into this co-op world was interesting, because it's not, I'm used to playing in the dark, headphones, getting in this spooky mood.

It's not spooky.

This game's not really a spooky time.

It's spooky in the sense that when you see a big enemy in the environment and you're running out of ammo, you're like, "I don't know what to do, oh my gosh."

Like it's stressful.

It's stressful, but not spooky.

And then we're just shooting the breeze the whole time too and running around and you've got your collectible guide so we're picking up, we're shooting things, like can we snipe that?

You've got the shotgun, I've got the machine gun. So there's this whole balance of teamwork balance that I personally haven't really had since my big hundreds of hours poured into Destiny 1 in the early days of Destiny 2.

I really haven't played a lot of co-op since, so this was actually kind of a refreshing experience for myself.

But it's not,

I think this is a question we'll have to answer eventually, but it doesn't feel super Resident Evil-y, but it makes me wonder, what is Resident Evil?

- Yeah.

- This game asks that question and it answers it in some interesting ways. and I think it actually brings a lot of really cool stuff to the franchise that even Four doesn't bring. 'Cause Four is a spinoff of sorts.

Leon is by himself.

There's no real mention of Spencer Mansion or Umbrella or Wesker.

I guess Ada's the touch point. - Raccoon City.

Raccoon City isn't touching a lot.

- But this is Chris.

This is Wesker.

I get it.

Wesker, coming off of Code Veronica, we're here, we're in the thick of it, right? And this is... this game has so much lore in it. Literally the loading screen is just lore dump after lore dump. There's like 40-something pages of the history of...

I told you after we beat the game last night, I was like, "Oh, Max, don't install it from your PlayStation 5 yet. There's a 30-page document detailing the entire history of Albert Wesker you can read."

so this feels like the big culmination up to that point of Resident Evil and I think that's super cool.

So this is, and that's what I wanted to say is, and this is why to some degree I've never played 6 is because in a lot of ways this is, this wraps everything up.

This wraps up the through lines that have started from OG Resident Evil 1 through this game.

Six obviously introduces more things and ties in some things and Halbert Wesker's son is in that game, which I have told you about.

Again I don't know a lot about Six because I have not played all of it and what I do play I don't remember a lot of it.

But yeah this is really, this ties up again direct sequel to Code Veronica in a lot of ways.

I mean Wesker has been the primary baddie that has just kind of continued to linger since the original game and he's had his hands in 0 retroactively when they released that. I mean he's not in 2 or 3 really, but then 4 he's at the end and then Code Veronica he's obviously a huge part.

So this game finally kind of closes out this chapter of Wesker being the primary antagonist who's kind of running everything in the background.

So this does feel like a natural end point, which I think is why 6 is odd too, and why people didn't really click with it as much because it just, there's not a lot left for them to do after this, outside of what they ended up doing later, which is reboot it, introduce new characters, introduce new forms of the viruses and stuff like that that have been plaguing the world.

New B.O.W.s, if you will.

New woes.

yeah, I think, um, yeah, it's, it's a, it's a, it's an interesting game in that manner to know that now we have like more left to play. And I'm curious, like where your mind is at moving forward. Like if you do feel like this should have just been, not the end of the whole series, obviously, but like, it, does it feel weird that there's a whole nother game after this with how this one ends sort of?

Not necessarily, cause you know, they just kept making games before and after, Like they just, like four just went in a different direction.

So six just feels like, well, of course there's umbrella still up to no good, whether that's Wesker involved or not.

So no, it feels normal.

And actually it feels six.

The idea of six sounds really cool.

It's just everyone kind of being together in one game to a certain sort of, yeah.

So I'm excited about that.

So this doesn't feel like the end, but it does feel like a celebration of Resident Evil up to this point.

and really the first true HD era game as well for the series, which was cool.

And I've got to think of other games around that time that we're also celebrating moving to HD and decades of--

- This game tries to be a lot more cinematic in the process of being HD now.

- There's a lot of, quite frankly, just more Metal Gear influence in this game, which I thought it couldn't get any more so from previous games, but a lot of Metal Gear, very

In a good way the ties between this and like MGS for like as we were replaying this I was like man this feels very intrinsically guns of the Patriots like

And I can't remember when Metal Gear Solid 4. I want to say it was seven

2008 so the year before so this can't but obviously there were previews and

Trailers up to yeah, I mean, I don't think they were copying off of one another

But that was very much the style at the time and I think HD allowed them to get more creative with the camera shots and things

Like that, the technology was obviously improving. We were getting out of that sort of Early 3D era. So I feel like people were I mean games have always looked to film as a sort of inspiration

I mean Kojima himself does that probably more than anybody else

so I think it's a natural for I mean if you go back and play a lot of games from this era, it's

You'll see a lot of commonality with how they I think they're approaching cinematics and things like that

but yeah, I wanted to uh

so you brought up the the point of like this game makes you wonder what resident evil is and I think this is

Absolutely, like I said before this is absolutely the game where I think Fans started asking that too and those fans and those questions only grew louder with six because six is so far gone from what the roots of the series are. I mean, we've played so many games in this season and all of them like I'm trying to think of the common topics we've talked about over the course of this season like what do you think about the scare factor of this game and had like there's nothing there's no real conversations to be had about that with this one and so they really did start to kind of abandon those those iconic elements of Resident Evil like there's no single a central hub or location in this game really like there is in the previous titles a lot of that's because this game is much more level based which was done I assume from a co-op standpoint so that you can play through select missions with your friends and co-op and things like that, but there's no you know Spencer mansion or the police station or the Ashford's little I don't know there's more diversity of locations in Code Veronica but there are still some certain locales that I think of where the military base or the Ashford mansion or whatever so like there's nothing really like that in this game and it does start to shed a lot of the elements of the series that we've seen up until this point in the only feeling touchstones. I feel like are really Chris and Wesker that's about it to some degree. I don't know how I don't know how you feel though I feel like I feel like I feel like the central conflict of I told you re5 before was like the Chris vs Wesker game and it now that we've replayed that I don't know if that's fully true because I don't they don't really go at each other until like the final two chapters of the game Yeah chapters five and chapters six or whatever act five act six He doesn't really become super prevalent until that point. But yeah, I don't know We're kind of all over the place with talking about this but happy to me There's actually a lot. It's just adapting it to a co-op, an action focus instead of more environmental design and slower play. This is much faster picking up the pace. I think of things like inventory management. This is that 3x3 grid. While there are no boxes in the world, there is real-time inventory management and being able to give between the two players. That's definitely zero. It's just you're controlling both people at the same time but that mechanic is still there this takes the Resident Evil 4 chapter structure which at the time was cool, and then they bring that over here, which I think makes a ton more sense in a co-op game where you can parse it up, and if you're playing with a friend there's set times to just chunk around and natural stopping points The this is the first Over the shoulder real time shooting third person shooting Without tank controls. Goodbye re4 tank. So I think still can't move while you're aiming though Gotta wait till 6 to do that But it's still that real-time kind of

No tank controls. So it's that natural step forward into this new tech era
So there's a touch points. There's the lore. There's still a lot
Some of the documents in the world are extensive. Yes, maybe too extensive for co-op play,
but

Building up a lot of the story through supplemental material the monster design, you know
and I think you talked about it earlier the stress of

Running around these combat areas these arenas in real time with a friend

Trying not to die while

- Managing your ammo. - And trying to stay
in proximity to one another too.

I know that's one thing you and I had to focus on a lot.

I was like, Max, get over here, we gotta stay together,

we gotta stay together, if one of us dies,

we need to be able to get the other back alive.

'Cause we've been through sometimes just--

- And that ups the stress?

- Yeah.

- So I think there is a lot, it's just interpreted
in a more action and multiplayer way,
instead of a, I don't wanna go through this door,
but I have to go through this door.

Or, "Oh my gosh, here's a bunch of the frog raptor-looking monsters, the reapers or whatever
they're called, and, you know, how do I deal with them?"

Or, "I got the shotgun."

It's just reinterpreted into a different kind of game language.

But it still feels Resident Evil-y.

I like it.

Yeah, it's got some touchstones.

It's not completely abandoned some of the earlier anchor points of the series completely,
but it does feel like it's getting far gone from them, which again, we'll see more of
that with 6.

It's almost hard to talk about 5 without talking about 6 in turn, just because they are kind
of... 4, 5, and 6 are all obviously pretty closely linked to the hip, because they're
natural expansions of one another, sort of in the same way that 7 and Village are.

But anyway, before we go to talk about other elements, I did just kind of want to close
things off when it comes to this game as a co-op experience.

I just want to say, like, I think this is a really good co-op experience still to this
day.

It's been almost 15 years.

I had a really good time playing through this one with you.

I think this game promotes teamwork quite well.

I think that we each had quite a bit of fun choosing the weapons we wanted to use and
the upgrade systems and stuff are there.

And I mean there are not, there are definitely some moments and set pieces in this game that
are a little frustrating.

There are some co-op puzzles and some boss design that is not clear.

Or just bad, just straight up bad.

Yes there are some of the, some of the boss fights are not great and I mean obviously
if we were to like replay it we would know those things and we would zip through it real
fast but I think about even last night like when we did the one level where you gotta
burn the monster in the oven or the fired chamber or whatever.

Oh yeah.

Like, like even just simple stuff like that I think is pretty.

Intuitive.

And like the first time we did it together, where you're like, what do we got to do?

Oh my gosh.

I'm like, I think we got to put it in the oven and, uh, just like trying to figure those things out, I think it's fun in that regard and there is a stress to it.

Like we were saying, like, it's not necessarily.

Frightening, but it's, it's trying to, that's why I do like some of the puzzle elements with the bosses, I think those are good in the sense of like they're trying to prompt teamwork through defeating the boss, which I think is a really good idea.

It's just not clear enough what you are supposed to do.

Like one person in the one of the final Wesker fights, one person shoots them with an RPG, the other one, the other one shoots the rocket.

Like stuff like that is like, okay, that's kind of cool actually that you have to kind of balance what you're doing and make sure you're on the same page in these boss fights.

That way you can't just have one person be like,

"Look out, I'll carry in this fight!"

And the other person just runs around in circles and does nothing.

So in that sense, I think it is a very good co-op experience, and we don't see games like this very much anymore.

- Really not, I mean, I guess Joseph Fares' studio is kinda really the only one these days doing dedicated couch co-op or online split-screen co-op.

- Yeah, like you and I tried to play Gotham Knights together and we couldn't even do it for the first hour of the game.

We're like, all right, well, we'll do co-op next time we boot it up and we haven't booted it up since maybe we will this summer actually

I've been wanting to bring that up to you. It's possible

But yeah

There's just not a lot of co-op

Experiences designed from the ground up in the game in the way that this one was and it's very it's pretty simple in its execution

It is just kind of in a lot of ways. It just does feel like

What if we did Resident Evil 4 but with two people? Mm-hmm, but meant a lot of those elements we were talking about

You know sharing ammo or swapping. Oh, you have a red herb. I have a green herb

You have an empty space here, I'll give you this, so you can create a spray thing.

- Yeah. - It's weird that you toss, you toss herbs in a little bottle and they become a spray, I guess.

Anyway, yeah, I think as a co-op experience, this one still holds up quite well 15 years later.

- Yeah, it's actually,

I think it's a testament to the game design of being, it's solid.

It hasn't, I'm curious how other co-op games of the time would feel. Like, even Uncharted had a co-op mode

to a degree of some like little story stuff. Dead Space 3, infamously, co-op game.

The Gears games, I think. The Gears, I think those probably hold up better. Left 4 Dead, Left 4 Dead probably holds up somewhat well because I think it's still got an audience on Steam.

Yeah, but this is for a first kind of major co-op outing for Resident Evil. It holds up incredibly well, and I'm

Impressed with it and I enjoyed that aspect for the most part. There's some stuff that did not
HOL like
instant kill puzzles or
Yes
unclear boss design language
This frustrating that would have been a frustrating single-player or co-op the lack of hints with
some of those is what's a little
crazy that there's no like tells like I don't need like a
Message to appear on screen and be like you need to shoot Wesker with the RPG or whatever
But it has to be dark and his back has to be to you
Yeah, some of some of the things you got to do and some of the boss fights are a little peculiar,
but you know
make it work, let's talk about the
world of this game we've gone from Antarctica to
Africa Africa, this is the next globetrotting game
I know we've done more globe trotting and some of the others, but we've gone from I mean in
the mainline series
I guess we've gone from Antarctica to Spain to now Africa
How do you feel about this game overall with its setting?
There's quite a
Diverse set of locations I have to say which is something I didn't remember for
Five I guess if you count the volcano specifically, there's the hope there's what the opening
African village
There's kind of the marsh areas with the swamp older style tribe villages and stuff like that. It's
the Tomb Raider temple
You got the Tomb Raider temple. Yeah, and then the crew the Resident Evil 7 cruise ship the
Resident Evil 7 cruise ship
You've got the volcano. You've got the tri-cell sort of
There's like a lab like Tomb Raider
That's that's more connected to the cruise ship. You do get to experience more of that in the
DLC, but basically Chris Chris and Sheva leave jail and then they're on the boat basically it's
kind of where it ends up
so really for five you count the volcano main areas I
I guess they're visually interesting the color palette is
quite bland there's the Browns and tans of the African village and
That whole area very brown and tan the swamp is
is like gray and a very muted green and the Tomb Raider temple is dark and more tan. It's
really a bland color palette and I'm hopeful that 6 changes that but it reminds me of that
era of games. I think of Resistance 1. Uncharted 1 is all green, you know?
- Gears was pretty- Gears 1 was kind of like this. I know they injected more color into
to like two and three for sure,
but Gears had a pretty muted color scheme
when that came out.
- It's just, and to be fair,
Resident Evil 4, pretty brown.
Pretty brown. - Resident Evil 4
is pretty brown, yeah.
- And this, I think the interesting bit is,
this is really the first Resident Evil game
that's told in the daytime.
The rest of them are at night.
- Yeah, mainly, yeah.
- So they're harnessing the power, I guess,
to have like the sun be there, but it is,

It can be bland at times, visually speaking.
And honestly, outside of just sheer location detail,
like I couldn't tell you the layout of the village area.
The swamp is cool 'cause it's almost like the lake
in God of War where it connects
to all these different little hubs
and you have to get off and explore that.
That's cool.

I thought that level was a really cool level
and each area kind of had its own thing going on
and one you gotta dodge the crocodiles
and the other you gotta kill a bunch of people.
Good amount of diversity there.
Others you had, I know you had people in like the towers
that were like trying to shoot you
as you were getting off and stuff like that.
So one person would need to drive,
the other person would need to shoot.
They do some cool things in that regard.

- Yeah, the swamp's neat that way.
The temple I'm not actually a huge fan of.
- Yeah, I didn't care for it either.
- It feels strangely out of place.

It just feels thematically like whiplash.
And then it's just tight corridors and big lasers
and then the terrible laser puzzles.
So I wasn't a fan of that space.

- Well, this game narratively tries to get more
to the roots of like, I feel like all of them do this
to some degree, like how did these viruses begin?
Like that's a thing that's always presented
in some capacity.

And then this one, they decided to go down the route of,
"Oh, well there's these flowers in a hidden old temple that you gotta go find, and they've
been using these flowers and crating viruses."

And honestly, I don't know about you if we're gonna talk about the story stuff, but some
of this went over my head.

I'm having trouble, and this is what happened when I originally played the games too.
It gets hard to keep track of the T-Virus, the Code Veronica virus, the, what's the virus
in the second game?

The one that, it's not the T-Virus, but there's another.
G?

Yeah, maybe the T-Virus, the G-Virus.
And then we've got--

- The T. Veronica virus.
- Yeah, the T. Veronica virus.

We've got Las Plagas in four.
In this game, it's Ouroboros.
It's like, oh my gosh.

And then we get into the later games.
It's like mold is now a thing.
It's like, dude, there's so many viruses.
- The mega my seat.

It's a lot of disease.

My struggle narratively with this game was the fact that it was co-op.

- Yeah.

- And we're talking.

And it's just like, when you're with a buddy playing the game, you're not, I'm not as engaged with the narrative.

And maybe that's part of why this narrative is kind of light overall.

- I was gonna say, I don't think there's a lot to this game until you kinda get to the end and it's like, Chris versus Wesker, and they try to make it--

- You show up, there's BOWs in Africa, and it's like, well, now, then Chris is like, I can't quit.

'Cause Sheva wants to leave, right?

They're like, we gotta get out, it's over run.

And then he's like, I can't leave, I have to find Jill.

And then for the bulk of the game, that's the goal.

Find Jill.

- Yeah, that was kind of the thing you didn't know coming into this.

You didn't know coming into this game.

You're like, what happens to Jill?

And I remembered right before we played it, when I saw the mask, I watched the opening cut scene with the masked person, I was like, oh yeah, that's right. Jill's brainwashed in this game, I forgot.

- But also, you were like, yeah, Jill's dead.

And I was like-- - I didn't want--

- You said Jill was dead, the killer, and then we get to that cut scene, and by then I was like, Jill is this masked person flipping around, like that was--

- I didn't wanna tell you, 'cause you were asking me, you were like, wait, is Jill really dead?

And I was like, yeah, she's, right there, is there a gravestone?

Did you see it? - So, yeah.

So that wasn't a very big surprise twist.

- No, not at all. - Necessarily.

It's just, it was very, they did Jill dirty in this game, Let's just be real here. They just dyed her hair blonde

It's wrong. It's so I don't know I gotta bring this up

I don't know if narratively there is a reason for this because in the DLC

She is she still has brown hair

She's still brunette like she is in the previous games

and then when she reappears at the end of this she's blonde and I told max that my theory is just

Wesker wanted her to dye her hair bleach blonde so that they could be in sync with one another and be the blonde haired villains

Of the game which is just that's what I'm going. That's that's what I'm convinced

it is. Wesker brainwashed her and was like "Oh you gotta come blonde now like me. This is what we're doing here."

Some Twitter theories. According to Resident Evil Facts Twitter account, Jill Valentine's blonde hair in Resident Evil 5, contrary to popular belief, is not caused by the P30 chemical but due to the reactivation of her prior T-virus infection.

Oh.

That makes sense.

Oh yeah, so doesn't she have to heal herself in, what, three?

I don't know.

The reason Jill's hair is blonde is because she was in cryostasis which caused her pigments to turn her hair blonde in her skin pale.

So no one knows.

No, I'm just convinced Wesker just died at blonde because he's like, "We need to look - we're the baddies together, so we need to look similar."

That's my fan theory.

I like the idea of a community trying to scientifically figure out why they just made her blonde. in a game series where there's giant tentacle monsters exploding out of people left and right. Gotta turn to the science here. Yeah, I mean, talking more broadly about the narrative, there really is, I think that's maybe the one aspect of this game I was somewhat disappointed with coming into it because I remember hyping it up a lot more, being like, "Yeah, this is so great. There's so much good stuff in 5 and Chris and..." Everything between Chris and Wesker is top tier Resident Evil though.

I have to say it is truly some of the best stuff in the entire series I do think is in this game when it's just Chris and Wesker throwing hands.

It's so fun and it's so over the top.

And you've talked multiple times while we played about how like, oh, they clearly just were very inspired by the Matrix, both with Wesker's outfit but his moves in this game.

They were inspired maybe 10 years too late there.

But yeah, everything with Chris and Wesker I think is great.

Everything else around the edges, not so much.

The Jill stuff is not a huge surprise by any means.

Excella is one of the new characters that's introduced.

She's just kind of like, I don't know.

You can tell Wesker's just like, "I'm gonna use you for your money," and things like that.

She's just kind of there to give him the resources he needs and stuff.

She's not an interesting character.

I don't know.

We can talk more about each individual character, I guess, as well here.

But yeah, the narrative is pretty straightforward, which I think, again, is fine because of how this game is crafted as a co-op experience.

You talked about how you couldn't focus on the narrative as much, but I don't think there was a lot to focus on, necessarily.

The broad beats of this story are Chris is out to finally get Wesker, and Jill is missing.

And the resolutions are Wesker dies, and Joe gets saved.

The end.

That's about it. So it is just kind of the final chapter of this through line story they have told through multiple games where Chris and Wesker keep going at it and they're old stars companions and they hate each other. They've blatantly said as much a billion times at all these games now.

Chris, I despise your brother.

Yes.

It's just so goofy. It's cool to see them, you know, come to this fruition point of finally being able to duke it out. I just had a moment where I looked up the day The Matrix debuted and it was '99 and I feel like, wow, how ahead of the time that was.

Yeah, I knew it was '98 or '99. That's insanity. Just, that's actual bonkers.

It's a serviceable plot, it's goofy, they definitely were going for a cinematic flair,

right? With the camera. I was looking this up, apparently it was the first Resident Evil to use mocap and they actually were using virtual cameras to what I imagine is standard practice today but they're using a virtual camera in real space while capturing the mocap.

- Makes sense.

- Able to do cool stuff.

So that was first new tech for the game at the time.

Wikipedia says it was the first game to do that with a virtual camera but I'm not confident on that.

- I'm almost, I feel like Metal Gear would have done it but maybe I'm wrong there. - I don't know,

- Metal Gear 4 I'm saying.

- Oh, that is possible.

It's fine, it's fun, it has a great group energy, you and a friend watching and having a blast.

It is, it's cool that way, but other than that, there's no meat here.

And I'm not saying that, actually,

I mean some of these Resident Evil games do have some pretty good substance to them, but it is, it's actually not too dissimilar from 4.

"Go save the president's daughter."

Oh yeah, I have a parasite that turns you into a mind-controlled monster.

Now you have to escape and then,

oh my, my former partner that I've never mentioned before, Krauser, is the one who abducted.

So that's, I suppose, somewhat similar.

It works for two people.

I did wanna say, I picked up on this immediately.

And you were like, "What?"

I didn't, I've never, I didn't hear this at all.

Chris is Sonic.

It's the same voice actor.

Chris is the voice, Chris' voice actor is Sonic.

- I've never, I've not played enough of the Sonic games to really-- - Roger Craig Smith.

- Know that.

- This is the voice of Chris, and so some of the delivery, you hear a little Sonic in it, and I'm like,

"Yeah, let's go."

It's pretty great when you hear,

when you think Sonic the Hedgehog is saying,

"Suck on this Wesker," (laughs)

it just enhances the experience a little bit more.

- Yes.

How do you, uh, well, let me say this and then I'll ask you some specific character stuff.

But yeah, we've talked about how there's not as much horror in this and I feel like the previous games, storytelling-wise and cinematically, were more focused on horror and trying to not necessarily scare you in the cutscenes, but just more typical horror stuff.

This game trades all that in and has a lot more in common with, I mean I know this didn't come out until way later but like John Wick the matrix like it is trying to just go full-blown

like nope we're just there's an action flick there's an action popcorn flick but also keep your hands on the controller because you might need to do some quick time events here so don't fully embrace what is happening in these cutscenes just yet I there's so many I mean how many different hand-to-hand combat scenes are there in this game with Wesker like there's

There's the one in the mansion, there's the one where he chucks the sunglasses at Chris, Chris catches them and then he comes in and punches them in the face and puts them back on.

There's the one in the plane.

I mean there's a lot in this game where it's just all of them doing wrestling moves and trying to karate chop each other.

And I think that's great.

Those scenes are all super, super fun.

And I think it's some of the most fun in the entire series.

It really takes that final cut scene of Code Veronica, where it's just Chris and Wesker fighting for five minutes there and yelling at each other.

And it does that like four or five times in this game.

And it's great, I really enjoy that.

So where it is light on maybe storytelling or lore, it is a little bit heavier on.

But again, I feel like with this game, there is like a satisfaction in this being the culmination of a lot of those previous games.

we've already had a lot of, you know, the world building and the characterization and stuff like that. So for the final couple hours of this game to just be, "Nope, it's just Chris versus Wesker time," it feels satisfying because of how that has built up over the course of every game since the

original. And I really, I really like that. To get into some more character stuff, though, I wanted to ask you, obviously Chris and Wesker are the two big ones, and we can talk about them a little bit here,

But what did you think about Sheva, who is the new face in this series?

Fine. You played as Sheva, I played as Chris. And I just, it was fine. It was cool to just see a new face. I thought it was pretty neat that she basically roundhouse kicks doors open until you

taught me that anyone can do that. You just have to push the square button twice. She's cool,

And, but where's the depth, I don't know.

Her goal is to save the people in her village and town, like just her people.

And I like her gumption to stick with Chris, even though he's like, I've gotta find, you know, I've gotta find Jill.

And so she's a great co-op partner and they save each other and there is a sense of camaraderie there, back to back.

But you told me she's not in any future games.

I've never heard or seen her mentioned in anything.

So it feels one note in a way.

I think there's potential there,

but for now it's just, she's just the co-op character.

Chris is the star and she's the supporting role.

- The thing I do like about "Chev" is included in though is something that I like about all of the Resident Evil games.

And it's the continued focus on introducing new characters.

The series has such a wide cast and obviously, you know, Leon and Claire and Chris are like, They're the four most popular. But Capcom has never shied away from trying to introduce new characters as well, whether it be Sheva in 5 or Ashley in 4. We haven't played 6 yet, but I was telling you about 6 last night. Each of those campaigns pairs one of them as a previous character and one of them as a new character. Chris has a partner in 2 whose name I forget. Leon has a partner in 6 whose name I also forget. The other campaign is Jake, who is a new character, paired with Sherry, who is a previous Resident Evil character. So Capcom has always tried to lean into introducing new characters and seeing how they catch on. I mean, even with Ethan, that was the same thing with that. Like, "Oh, we're rebooting Resident Evil. Here's a new character." And some people didn't like that, and then some people didn't. I liked Ethan's inclusion. So that's the one thing I have always liked about Resident Evil, especially compared to other video game franchises. When you think about Zelda, you think about Link, or when you think about Metal Gear, you think about Snake. Metal Gear is a little different because I know Big Boss/Snake. Naked Snake, Liquid Snake, Solid Snake, Solidus Snake, Venom Snake. They're the same person at the end of the day. Let's not get into 5. But you think of Snake in those games and it's largely the same character throughout all the games. Don't grill me on this. I know my Metal Gear lore, but it is like these main central folk, like there's a similar looking person in all those games. Resident Evil, it's like you never know what you're gonna get. Like even moving forward with Same way. Sora, Roxas. Like there is a central protagonist in most major video game franchises that continue for long spans of time. And Resident Evil has always been willing to kind of buck that. Like even moving forward with 9, We haven't talked much about 9, and I know we might a little bit later, but I remember when I finished Village, I was like, "Cool, I hope with 9 they just make it another ensemble game, bring back older versions of Chris and Leon and Jill, and what if we threw all these characters together?" And as I start to think about it more, I'm like, "No, Capcom won't do that, though. The series has never been like that." And when it was kind of like that with 6, that's the one people don't like as much. I mean, I'm personally all for like a grizzled Leon or Chris like in a cave providing support a la, you know, Batman Beyond. I think that would be kind of cool, but it's... You don't like Chris of Duty at the end of Village? No, Chris of Duty is fine. Chris of Duty is fun. I just, I don't know if I want to play a whole game as Chris. I think there's potential for to explore new people and new characters or people we haven't played as in a long time. Where's our, you know, let Carlos lead. - Yeah, I mean, all of this is to say that,

yes, Sheva is not a great character.
She doesn't have a whole lot to do.
She's just playing second fiddle to Chris the whole game.
She is very much, I mean,
and the game even kind of spells this out,
especially at the very end when Chris thinks
she's about to die and is like,
"No, I will save my partner this time."
She is his new partner in light of Jill dying.
And so she is kind of filling that void of just like,
I'm his new female partner. He used to have another one, but she died or brainwashed or
whatever.
And so she is just kind of
filling a weird void there where she's supposed to be like new Jill and that's even kind of how
he views her.
Yeah, it's a thin veil. It's a very thin.
But Sheva herself,
very cool, very capable.
I love the hand-to-hand combat that both characters can do but like
Shev is no slouch and that's cool. Like what Sheva does is neat. I do like
that
Like a part of the co-op mechanic is the lighter characters generally the female in the games.
They're the ones they get thrown
Yeah, I the male character to like access new areas like they have special abilities just due to
simply wait because Chris is
I don't know 300 pounds of pure muscle and can punch a rock
So that's in those two DLCs and then Josh is the equivalent and the other one but it's cool that
they have an ability that the others
Quite frankly don't period yes. It's she's a cool gameplay wise and narratively a little light
Yeah for sure. Did you oh
I guess outside of Sheva though. Oh, go ahead. I want Sheva also. I know you dealt with this
99% of the game
left-handed
Fully committed to that too with an unswappable over-the-shoulder camera and drove me nuts
for a little bit there
I think it's kind of cool though in hindsight like the dedication to altering the gameplay that way
and
I'm curious if in split-screen if she's on the right hand side of the screen and Chris is on the left
if it's a vertical
Split instead of a horizontal. I'm not sure I think it is a horizontal split because I played this
game
But again, they would be anchored on the opposite corners of the TV though
It's kind of cool visually speaking. I appreciate that even though I didn't have to deal with it for
most of the game.
Yeah, they really commit to it until the DLC. In which case I think people were like, "What are
you doing? Please stop! Don't change the..."
Because it really does mix things up. You played as Sheva, we went and did a replay of one
level later on to collect some emblems.
emblems and you played as Sheva and I played as Chris which was the inverse of what we did
for most of our playthrough and
You're like, oh no, it's shifted sides. This is so weird
and I know that took you a second there to kind of
Get used to looks like it's a horizontal split but with black box offset. So you're actually not
filling the whole screen

Yeah, the key that's what I remember. Oh, that's what I thought I remembered so it is Chris is on the left and Sheva's on the right. So it keeps that Visual dichotomy. It's actually good split-screen design for this type of co-op game. I'm actually yeah kind of a fan of it

I used to play this split-screen with my neighbor back in the day at least to some degree See with the characters though. I think the cast of this game is definitely not as expansive or as Interesting as normal. I mean there's usually only a couple Notable faces in most Resident Evil games, but this one I feel like is really Sheva Chris Westor Jill those are the four and then you know, they got Josh in there, but Josh is kind of

It's not really given time to do much of anything at all

Doug gets a spotlighted the desperate escape DLC, which we both are big Doug fans

Doug gets a good moment there

Poor gets it. He gets Django fetid. I told max when we were playing in real time poor dog poor dog

Doug is the most notable side character

I feel like outside of the main cast but yet there's not much to say that I have to say about Josh or

Excella, I guess would be the other sort of side character who's somewhat prominent. I don't have anything to say about either of them

No, it's really it is really Chris Jill Wesker and Sheva

What did you think?

I feel like we talked about Jill and there's not a lot more to say about her at least we talked about her hair

I don't feel like there's much to say about her in general though because even once you get her back

She's like I'm gonna stick behind

Good luck killing Wesker, and it's like okay sure

So I don't really have anything at all to say about Jill. They did Jill dirty. They did Jill super dirty and I I

Have to say putting this like mind control device right on her chest that you then have to shoot.

Like that just feels very over the top, extremely outdated and uncomfortable.

It's just, it's design that has not aged well.

I don't think it--

- I did like accidentally killing her a couple times though as we shot her tatas off and it's like, oh no, she's dead.
- Yeah, I will say though, gameplay wise, Jill, very cool. - Pretty sick.

has a double knee drop on enemies that is so dope.

So again, I think the characters shine more in their gameplay than they do narratively speaking.

But Jill is, they did Jill dirty and I'm bummed.

- Josh has a elbow drop in the Desperate Escape DLC and I was just elbow dropping zombies heads off, which is pretty sick.
- The melee attacks are so dope in this game.

I love them so much for every character.

- Get ready for six.

That's the best element of six.

So if you like that in five.

If you like that in five, wait 'til six.

Let's talk about Chris and Wesker

at least just a little bit here.

I guess my biggest question,
we've already talked about the back and forth
between them throughout the whole game,
but how do you feel about this finally,
this confrontation between them ending?

Do you feel like it's good,
like a good end cap of this ongoing clash
between the two of them?

Wesker is finally written out of the series for good,
at least at this point in time. - Is he going?

- Yeah, he's done. - He's not in six.

- He's done.

I mean, Jake shows up in six, his son.

So he does continue to have his hands on the series
a little bit that way, but yeah, seven and eight,
he's obviously not in.

This is his exit.

- Oh, see, part of me just didn't know
if that was true or not because--

- Oh yeah.

- In video games, you know, villains always make a come,
first of all, Wesker's been killed before
and made a comeback, so like, you know.

- Which this game kind of makes a little bit more clear,
like, oh yeah, he did die at the end of the first game,
but then he came back and that's how he had these powers.
Yeah.

- It's, I feel like while they shouted at each other a lot,
and there was some comment,

I never felt like there was this definitive

Chris V. Wesker moment, just the two of them.

And I know that's difficult in a game where
you theoretically have two people playing at one time.
You can't, I remember playing one of the Halo games,
I think four, in co-op with a buddy.

And toward the end, the final boss of that game,
it suddenly switches from co-op to one player
to finish the boss off. - Oh yeah, yeah, yeah,
when you're crossing that light bridge or whatever.

- Yeah, it switches to one player.

And so I get that Halo did it, I think, poorly there,
of having one player just take control.

So that would be difficult to implement here
in Resident Evil 5, but I felt like there wasn't
just the final definitive moment for the two of them.

A la, I think of like, Guns of the Patriots.

Liquid and solid on top of the ship fighting
is a fantastic moment, and the two of them
really get to duke it out in gameplay.

There are plenty of clips of Wesker and Chris punching
and fighting each other, but it's rarely just
the two of them settling the score finally.

- The thing that I do like though, on the other hand,

is that since this is a fully co-op game,
they make that kind of mirrored within the narrative itself.
Like if we're gonna give Chris a partner,
we should give Wesker a partner
so that they can kind of go at each other.
And they do that by proxy of brainwash Jill,
which is not like executed upon perfectly, I don't think,
But it is, I do like that idea of like,
Chris has a partner, he's trying to take down Wesker
and this time around Wesker's like,
well I got a partner too, so we're gonna go two v two here
rather than two v one.

And eventually that's--

- But you also, you can't kill Jill.

So you have just kind of this threat bouncing around
the room that you have to ignore or dodge.

So that's an interesting, 'cause we accidentally killed Jill.

We were just like, well take her out.

And it doesn't go well.

- I was like, yeah, I was like, I'll take out Jill first
and then it was like, you lose.

I was like, "Oh, I forgot about that."

Yeah, that's what I said should have happened.

Yeah, I do agree.

I think they have enough encounters within the game that it kind of makes up for them
not having that one kind of sort of final blow moment.

At the same time, though, I feel like it would be harder to have a moment like that because
it's clearly established, well, in Code Veronica as well.

Wesker's stupid powerful, and at the end of the game he gets all of Ouroboros attached
and is going off. So it would be hard for him and Chris to just throw hands. Then again, Chris
does punch a

10-ton boulder in this game over, so there's that.

Which you got to experience quite a few times because we had to redo that section.

Stupid, stupid boss fight. So they are both like dummy powerful in this game, which is
hilarious.

Yeah.

I think the conflict for the most part does end pretty well, and it chooses to go way over the
top, in a volcano,

Wesker gets shot with two rockets. He's in the lava and is still alive, still going nuts,
and then they have to shoot two RPGs at him to finally kill him. And even after that you're
like, "I don't know, is he dead?" So I think they do a good job of leaning into the campiness
and like, "Okay, what's the best way we can wrap up this lingering thread between the
two of them. I guess moving, so we still have six to play, but I know you've played Seven
and Eight, which has Chris in it as well. How do you feel like Chris going from this
game into what he is in those games, like how do you feel about the transition of his
character? Do you feel like he needs, I feel like so much of Chris's character is tied
to Wesker intrinsically.

- I, Chris in Village feels like a grizzled veteran
of dealing with this kind of combat,
this kind of threat. - Yeah.

- So I think he's aged up appropriately, attitude-wise,
but he also doesn't feel like just a total over-the-top,
goofball macho man, 'cause he's not doing the same--

- Which he kind of is in this game, for sure.

- He's not roundhouse kicking, punching up or cutting, all the stuff that you see here in five, he doesn't do that.

- No, that's in six, don't worry.

- Well, okay, but he doesn't do it in Village.

So I do feel like they've grounded him a bit more in these more modern games, and I kinda like it when he cuts loose and it gets more cartoony.

- Yes.

- So I'm wondering where the series will go forward that but I can see how they got him to where he is in Village.

I like Chris being sort of the central character of the entire saga and even in 8 I like that he's like aware at the end of the game like "Wait the BSAA just used B.O.W. soldiers, what's going on?"

Like he has he's had the most connections to everything that has gone on in this world when it comes to these bioweapon terrorists and stuff like that and I do like how he is represented later on as sort of the like expert and authority on this stuff and he has been around the block and he he he's he's just been dealing with this stuff for what 20 30 years by the end of village mm-hmm and so I do like that but yes I do like how over-the-top and cartoony he is and on that front as well just I mean Wesker here we can give him his flowers do you under I guess my question for you is when we started this series I was I feel like singing the praises of Wesker like he's so good you'll understand one day do you now understand like oh I get it why he is loved and why he is like maybe the most popular character in the whole series for everybody who's played it like when if you ask anybody like who's the best character in Resident Evil a lot of people will say like like Joe Wesker Leon I feel like are some of the most most common responses. I mean, Wesker is so popular when they made a dumb Netflix TV show

they decided to center it entirely around him. So Wesker is dummy popular. And do you understand that now, I guess?

- Wesker's cool. I feel like he deserves more games though. It's just one Code Veronica in five.

- Mm-hmm. I think he's in zero a little bit, but like behind the scenes.

- Whatever.

So I do wish there was more Wesker, actually.

But this is very, this is the promise of what they were trying to do in Code Veronica visually with the CGI cutscenes and some of the real-time stuff.

This is that promise in full HD, full tech, it's cool.

- He's in Marvel versus Capcom 3 if you wanna go

- Along with Nemesis?

- I think Nemesis was added in the Ultimate expansion.

I think Chris is in it as well. I think Chris and Wesker are both in it.

Very good. Very, very good.

And I think Jill was added maybe as part of Ultimate as well. I can't remember.

Which version of Jill though?

I think it would be RE5 Jill. Because obviously that was the most recent game and was popular at the time.

She is in a couple of Marvel vs. Capcom games it seems.

I think she's in Infinite as well, isn't she?

Ultimate Marvel vs. Capcom 3, Marvel vs. Capcom 3, Marvel vs. Capcom 2.

Okay, yeah.

So she's in 2 and 3 basically.

Ultimate, she has brown hair.

Regular 3, she has blonde.

And 2, she's brown hair.

Huh.

Gotta look up some gameplay.

Speaking of gameplay, that's kind of what I wanted to touch on here next with you.

I feel like we've naturally touched on a lot of things throughout the course of this discussion, whether it be how the inventory system has approached this time in a combat setting, and the camera, the gunplay, again a lot of that we've kind of explored already.

The one element I wanted to ask you about more specifically though is puzzles, which I feel like are not present in this game whatsoever until the DLC, and we can talk about both the DLCs here

specifically in a moment as well, but puzzles are kind of left out completely. Is that something you

miss or the puzzles in this game I feel like only go as far as kill this person, they have a key card on them, you picked it, pick it up and now you can move forward and that's about it more often than not.

Puzzles I feel like are there in two fashions.

There's combat puzzles like you mentioned and alluded to.

Here's this boss, how do you take this boss down?

One of you shoot this, one of you flank that.

We see that mostly in boss fights, you know, you attack from the front, I'll attack from the back.

And then there are actual puzzle puzzles, primarily the lasers in the Tomb Raider temple, which we...

Why are they instant KOs in the way that they rotate?

Oh yeah, I forgot about that whole section.

Yeah, you forgot about it because it's bad.

- Yeah, that whole section is truly atrocious.

- Yeah, there's some classic scenarios of, you know, we gotta pull these two levers together

or one of us has to throw the other across a gap

and then they have to maneuver around a combat area

and then unlock a door so the other person can progress.

Classic co-op, working together type of gameplay scenarios.

I think the real puzzles are solving these combat arenas.

combat arenas, taking down enemies efficiently,

using the environment to do so, and succeeding.

That's actually a natural progression from Resident Evil 4,

which has the small combat arenas,

and they're strategically placed explosives or items,

and you are running around those environments in four,

and defeating these waves of enemies to progress.

And five is a clearly progressing from that,

to build off of that in a co-op environment.

With each area feeling really tailored to that experience,

there's a lot of interconnection,

high ground, low ground, indoor areas, outdoor areas,

there's space to move around.

I think that's where a lot of the puzzle energy went

was unique combat encounters

and how do you overcome it together instead of separate.

- Yeah, they definitely, I mean, puzzles are not,

Puzzles are gone in a way that we knew of them previously.

And again, I mentioned this, we can talk about the DLC a little bit, but they bring them back in Lost in Nightmares.

Lost in Nightmares.

Yeah.

And the whole first kind of section of that in the Spencer mansion is centered around puzzles. And I think that it was good to have them back for that portion, but I think I also kind of understood why they weren't in the rest of the game in that capacity, because it's a little mundane running around a place where there's no enemy threats of enemies coming at you. And you're just picking up various objects in the environment like, "Oh, I found this heat paper. What do I do with it? Oh, I take it to the fireplace." It's like, okay, there's not as much puzzles in that sense are not as interesting in a co-op environment. Speaking more about the DLC,

though like I do think that like the way you kill the axe dudes in the section in the sewers or whatever with the spike ceiling or whatever like that's a variant of a puzzle but it kind of combines it again with the combat mechanics and you don't have weapons so what do you do here and you have to solve it and it's prompting teamwork and those things I think work well because it does again place an emphasis on co-op which feels like the main focus of this game on every single front is how is it servicing the experiences co-op.

And I think the first time I played this game it was done with an AI partner and that just looking back like is absolutely not the way to play this game.

You have to play it with multiple people.

Everything from the ground up.

I mean even like I said with the story like they give Wesker a partner as well.

Like everything is centered around this idea of two player experience.

And so, yeah, I think getting rid of puzzles in that sense, from how we've seen them in nearly every other game, makes sense and it's not something that I'm like, necessarily upset about or bemoaning that it's not really featured in this game in any sort of way.

Because it just would not...

Like if we were playing the game and I was like, "Hold on, I picked up this music box, let me inspect it in my inventory.

Oh, I opened it up and there was a jewel inside, where can we put a jewel?"

that just does not translate. It kills the pace. Yes. So I think leaning into this, I

feel like the more action emphasis comes about as a result of co-op being placed in the game more so than the other way around, if that makes any sense. Other than that, I really don't, I feel like we've talked a lot about many of the other gameplay elements here.

Was there anything that really stuck out to you in this one? I do feel like the expansion on melee attacks and things like that was something you said you liked, which I know that was again introduced in 4, but we've even talked about that. Just throwing a right hook at a dude's face after you stun him is really fun.

Yeah, it's very satisfying. I think the bosses in particular, especially as the further you get into the game, I kind of struggle with a lot of just their inherent design and language that they communicate. Yes. Resident Evil not showing you health bars is totally fine but there's poor visual communication about how much damage is done, what state they're in. The first bosses are easy, it's you know, one of you shoots the bat in the face, the other flanks it and shoots it in its weak spot in the back. The giant Irving octopus similar sort of thing shoot the weak points boom bada bing excelsia her excelsia excel i think i see how important she is i can't even remember her name excels boss fight was incredibly simple and that was because mostly you brought an rpg i mean i i used the rpg on that yeah yeah so that wasn't too much but wesker in particular the multiple fights with wesker well there are three fights with wesker yeah well there's the one in the Lost in Nightmares DLC 2 and then the other one with Jill, I don't even know if you're supposed to deal a set amount of damage to him before it ends. I think you're just kind of supposed to survive.

But that's not communicated to you at all.

But that's not communicated to you really that you can't defeat him in that sense because I remember in the fight in the temple we were doing, you were on dying health and I was like, you're like, come save me. And I was like, we're going to lose. Oh my gosh, we're we're gonna lose and then the cut scene

activated with Wesker being like,

"Oh, you think you can beat me?"

I'm like, "Oh, I guess we just had to time out

"an invisible timer here."

Now the same thing happens in Lost in Nightmares.

Like we were trying to attack him and defeat him

and then eventually a cut scene just plays

and it's like, "Nope, Jill tackles him out of window.

"It's over now."

- That is frustrating to just not know going into it initially.

- But putting a timer on the screen as well would be weird.

Like, and I don't know how they would communicate that.

like what Chris would be like, Jill, as long as we can hold them off for five minutes,

then he'll be like, there's no real way to do that. So I can understand why they wouldn't.

I just think a better visual language of a weakened state. The final fight, the final

fight with Wesker there in the volcano. They keep kept zooming in on his chest, zoom in on the chest, zoom in on the chest. And we tried. We ran out of him. He ran out of ammo.

Yeah, we were running out of ammo, tried stunning him, initiating melee combat, but we didn't know what the game was trying to tell us, and it was just, you have to keep dealing damage.

So I think there's just poor visual indications of boss weakness.

And it's easy to see where you have to shoot, it's just more, how long do we have to do?

It almost feels like, it gets to a point where it feels like you're doing something wrong.

You are missing a Q.

And that's not a good feeling.

But during some of the other sequences, during some of the other fights that was the case though,

and that was what kept being confusing. It was like, I think about the fight there on the, next to the jet where it's like, no, there is a specific way that you have to defeat him and shoot a rocket behind him, blow the rocket up in his face, then stab him with the syringe. Like, so there are steps in that fight that you need to follow, but in some of the other fights, it's like, nope, you just need to keep dealing damage or you need to wait it out until you can.

And I feel like, I know like when God of War, Ragnarok came out, like most recently, Horizon got a lot of flack for this too, with like the protagonist being like, "We need to do this!" and they would give like audio cues to the player like, "Oh, there's where we need to go!" or "There's how we solve this puzzle!"

"How do we solve the puzzle?"

I think something like that in this game, if they would have had the characters like, saying a little bit more like what they need to do and how to get past this like, Chris shouting out, "We can't defeat Wesker, but if we can just hold him off for a few more minutes or something like that," then that would convey to the player, "Okay."

And I know when you get halfway through that one Wesker fight in the temple, they're like, "We need to hide."

They say something about hiding.

But even then, we're like, "Well, hide and do what?

Then unload on him?"

That was the thing we were trying to figure out in that instance.

So there's just a lot of mixed messages in the boss fights of what you're supposed to do exactly.

And that robs a lot of the excitement out of there, especially as the fight gets longer and longer and longer and we die and we retry.

You're getting more and more frustrated.

So that is a bummer.

And if they ever did remake this game eventually down the line, I would hope these would be areas to address first, I think, before other things.

Yeah, and it is one of those things where like if we were to replay it now, like obviously we wouldn't have these same issues, but

blind playthroughs playing through for the first time we were very tripped up and kind of puzzled there.

And I don't know, I am curious though if you are playing with an AI partner if any of these things become more apparent.

Yeah, I wonder because we didn't touch that at all.

Like I imagine like in the Wesker fight with the rocket like the AI companion is not going to go automatically pick up the RPG

and do that for you, that's probably the thing you have to initiate and then they'll shoot it or whatever. But I do wonder how it changes when you do have an AI companion that's there. I want to

talk, let's talk specifically about the DLC for each of them. I would prefer to start with Desperate

Escape actually because I just feel like we don't have much to say about this. It's a very action heavy, get out of the base type thing, classic Resident Evil, we gotta escape the base. And It's fun. I had a good time playing through it with you, but there's not really a whole lot to say about it. It's some of the best co-op action that Resident Evil 5 distilled over the course of its campaign. It's all concentrated into this one DLC of really good waves of enemies, light navigation, but really it's just how powerful can you get, how quickly. It's almost a sampling of mercenaries mode but in a co-op narrative sense just push forward push forward push forward it felt really chaotic like we were like really trying

to communicate like oh do this do this do this and what's over there and so I

think it's strong in that regard I think narratively it's a total wash well

there's nothing really there to do I mean the best part is narratively is

that just Doug Jill get well Doug yes it but I'm gonna say like Jill gets

something more to do which is great because she's not really in the future

games she's not in the six she's done seven or eight she does she's in

revelations but they've done Jill dirty the whole time this oh well it it's fun

it's arguably some of the best like co-op action this game is offered and

probably I would wager probably out of six as well like this is some straight

up fun design here and I enjoyed it thoroughly last night. It was really, really fun to play

with you. Yeah, there's just, there's not a lot of meat on the bone in terms of like,

you know, puzzles or narrative or anything like that, but it is just like the action.

If you like the co-op action element of Resident Evil 5, I think that that Desperate Escape

was quite fun. I'm glad we played through it because I forgot it was even part of the

game until we were talking and we were getting close to the end of five and I was like, oh

there's another DLC thing we can do together in addition to Lost in Nightmares. Lost in

Nightmares

just feels like a love letter to Resident Evil as a whole. I mentioned this last night when we were playing, but I'm glad that

how we structured the season, like so many of these things

that you were geeking out about. Like I was geeking out about it too, and I was like, "Oh, Max now understands all of this."

We were geeking out together.

It was really great. Not only with like how the mansion is laid out there in the opening

It is just the Spencer mansion one-to-one in some ways not one-to-one

For the is pretty darn similar close

We knew where to go and we knew what was gonna be behind certain doors before we walk through them

Like oh, this is the part where the the dogs jump through the windows and then a bat blast through the window instead of a dog

It's like oh my gosh, so they like play with things like that

It was really honestly lost in nightmares is what Resident Evil 5 should have been

Yes, I feel like they introduced a lot of things like you you mentioned when we were playing as well like oh

This is like way spookier than the base game. There's a lot more horror

It's it's the Resident Evil 1 remake remake that everyone wants actually surprised. We got it

You know 10 plus years ago

It's it's fun. It's cool

To go back. There's even these cheesy moments

It's great dialogue between Chris and Jill.

It's far too short.

You go from all the puzzles to the sewers where you solve these spike kill these undefeatable bosses puzzles to that cutscene fight with Wesker and then it's over.

Which I felt like is the weakest part of it, honestly.

Yeah, it is.

Everything else was pretty enjoyable.

The only other part that's bad, and I get that, you kind of move past it and you understand why they're doing it and there's a fun element to it afterwards but just like having them fall down

and be like all our weapons are gone I was like oh my gosh I hate when games do this like it was kind

that was kind of annoying but it at least made the like final boss fight with Wesker a little bit more

streamlined I felt like like you only just had two pistols and it was clear to me because of that I was like okay well obviously we're just supposed to punch him uh so that's what we were doing was

hand-to-hand combat with him there until the end but yeah until the invisible timer ran out

Yes. Everything though in the front chunk of Lost in Nightmares was great though. We were just-

The shift to first person as you walk through the doors is such a- such a perfect touch. And I told you, we didn't do this, but if you boot it up and you try to leave out the front door, if you do it enough, the game actually, at least for that particular part, switches to a locked camera perspective. So there's all these nice subtle touches that really celebrate the original Resident Evil,

to have Chris and Jill back in a version of the Spencer Mansion.

But you pointed out to me last night,

you were like, "Max, you were talking about

"how the Spencer Mansion isn't iconic,

"and here we are, geeking out about the layout

"and all this stuff."

And I was thinking about that because, you know, we were really enjoying the DLC last night.

It's probably my favorite thing that we've done so far for this season in a gameplay sense together.

But I was thinking about it and what we're,

we were really not remembering, sure we knew the rooms,

but we're remembering what happened in the rooms,

not the layout or the theming of the rooms.

And I think that's more what I was talking about

is just like the Spencer Mansion blurs together visually speaking, but where the dogs jump through, sure that's great, or where you push the statue off the ledge and down into the dining room.

Those are moments that stand out in the first game.

but it's more the moment, not necessarily like the room and the visual design, which is, I think, my hang-up. But Spencer Mansion is iconic for the scenarios that it presents to you.

- I understand what you're saying about the Spencer Mansion, but I guess would you agree that retroactively maybe you didn't give it enough do with the time when we recorded our Resident Evil 1 episode? And I know that was not your favorite game by any means, but just your pure reaction and response to visiting a location that was similar to that, and you were clearly geeking out about it so much. It just made me think that you had more fondness

for that location than maybe you previously thought. So that was kind of my takeaway.

Perhaps. It's certainly memorable. I kind of wish though, like we didn't go to the places in the mansion that I liked the most. Like we didn't go into the basement traditionally. There's the cemetery, there's Lisa Trevor's house, like there's so much more cool stuff

surrounding the Spencer mansion,

but those first few rooms were just the same rooms.

It's more just being back and the encounters

that happen there and what, remember, so.

- I also have to ask how many mansions does Spencer have that are similar to this?

Because there's one in-- - Just two.

- Well, there's the one in Code Veronica

that the Ashmuds-- - But that's not his,

It's not his, but the Ashfords base it off of his place, or one is based off the other.

It's like, how many bandits exist that are like this?

There's also the one in Zero, while it's not the Spencer mansion.

It is similar in that regard as well. A lot of mansions in this series.

I think the last thing I want to say about Lost in Nightmares

is that we've wrapped up all the remakes. Well, that's not true. We're going to do RE4 remake, but we've played 2 and 3, obviously, and we played Code Veronica, and you and I were talking off air about what the next remake should be.

I think they should do, obviously we both want Code Veronica, but I mentioned that I wanted a Resident Evil 1 remake as well and you're like, "I don't think they need to do that."

Lost in Nightmares really verified to me that if they did do an RE1 remake, it would be awesome.

And I would be so happy for that.

It would be so cool to see a new RE engine realized version of the Spencer Mansion.

it would just be a ton of fun. With the dual campaigns, Chris and Jill, all those moments.

Like that would be awesome. And I can picture that game more easily than I can a Code Veronica

remake. I feel like a Code Veronica remake is a little bit more difficult, but I don't think an RE1 remake would be that tough. It would just be nice to have that represented in the same style as

the two and three remakes that they've done?

- It would be cool.

I just want, like, my hangin' up is, is the remake already of Resident Evil 1 is accessible on all modern platforms, and I think it plays well enough, you know?

It's sure it's not modern third person shooter mechanics, but it plays well.

I think Code Veronica is in far more desperate need of

a remake/accessibility.

And then I feel like if they did one,
I would want them to do zero alongside it.

'Cause I feel like by modern standards,
there's not enough game in just remaking one.

I'm not saying I wouldn't pay for it,
and I'm not saying that it wouldn't be an excellent game.

I think they actually could really leverage the power of the RE engine and make that dense,
horrific Spencer mansion that was always supposed to be kind of more in the kin of dead
space

really with the Ishimura exploring one space, expanding on Lisa Trevor's house, the basement,
the cemetery, really connecting this world in a dense, spooky way.

They could do that.

But I feel like Zero just kinda, my brain puts Zero and One together, and I understand
that that is because of the way they were done on GameCube in our package today in the
Origins collection.

But I just, I would prefer Code Veronica first, and then they could go back and remake One
and Zero before getting to Five and theoretically Six, but...

I'm totally fine with Code Veronica first, I just think that this Lost in Nightmares
me realize that RE1 Remake needs to happen. It's not just a desire, it's something where
I'm like, "No, they absolutely need to go back to that one and do it as well." Because
I think having one to three is 80. I think it would be funny for them to go back twice
now though. It would. But that's like, it's so strange because we talked previously about
how that remake came about four or five years after the original game launched and nowadays
you've got The Last of Us Remake coming out nine years later and people are giving that grief.
So

There's plenty of room here for them to go back and revisit Resident Evil 1 20 years after that,
but I mean over 20 years after that last remake came out. And people would love it,
people would eat it up. I just think having those first three games, and I know you mentioned
Zero,

but outside of Zero, those first three games are obviously so tied to the hip with one another.

To just have all that original group of Raccoon City three titles all done in the same style
would be really cool. And then we can maybe start talking about five and six, but obviously,
yes, broadly I do agree that Code Veronica should come first because that game needs
to do a little bit more. One of the last things here that we'll touch on, that we always
touch on, is music. And Max, I feel like this game actually had, I was mentioning this to
you a lot throughout our playtime, but because this game is not trying to be as spooky and
it's not trying to build a tense atmosphere, music was way more prevalent in this one than
than a lot of the other Resident Evil games, and I had a lot of takeaways. I think this
soundtrack is pretty darn good. It mixes the action, climactic moments that you'd expect
from an action flick. But then there's the typical sort of... We went to the mercenaries
menu last night and we were like, "This song is groovin' on the mercenaries mode main menu
And I like the little, there's no save rooms in this game,
but they kind of play a save room type riff
once you beat each level,
and then you go and organize your weapons
and stuff like that.
I like that.

I think the music in this one stands out quite a bit
in the larger series,
and I think it's one of the better soundtracks for sure.

- You heard more music than I did.

I really had a hard time hearing the music,
mostly because of the co-op nature.

We were just talking,
and it was kind of just in the background truly for me.
I only heard it really when you pointed it out.
Like the jungle Donkey Kong style beat
during the truck chase.

That was interesting.

And yeah, the Mercenaries menu was awesome.

I think the best music actually in the whole game
all in all was actually when Jill plays the piano
in Lost in Nightmares.

- Moonlight Sonata?

Yeah.

- I think that was really fun,
but this was subtle to me and I just didn't hear it.

And I know that I personally just don't have

my ear trained for music all the time. We were playing in co-op as well for sure so that
that definitely impacted your ability to listen to the musical cues, my own included, but there
were

some instances where I know, I mentioned it to you during the truck sequence, I think during
the

marshy uh swampland area with the where you're kind of going through like the older African
villages they're playing some music that I remember in those instances. They try to and
and they incorporate a lot of different instruments as well in this soundtrack based on what I
remember. I don't know, it was kind of all over, they were doing a lot of different things
in this game's score, I think. A lot of it was trying to match the setting of Africa,
I believe. But yeah, I don't know, this one stood out to me quite a bit compared to some
of the others that we have played, like this one and Code Veronica stand out quite a bit
in my mind, I think.

- Yeah, they're both different sounds,
especially compared to where we've come from.

- And yeah, I feel like the thing we always talk about
in the music section is like, oh, the save room.

Like again, there wasn't, there's none in this game,
but there is a, there's always a debrief screen
and stuff like that, and that's where they still tried
to get into a little relaxing music theme for you
to kind of cool off before you dive right back
into the next level, so I enjoyed that.

Max, what do you think this game's legacy is?

beginning of the end? Kind of, yeah, that's kind of my thinking as well. I said that up front,
like this is where people start to really think the series turned for the worse, even though this
game is good at the same time. Yeah, it's, I think it's the logical next step after Resident Evil 4,
which is surprising in hindsight, having heard what I've heard about the Resident Evil series
post four and pre seven I suppose that really just five and six and the spinoff games that
kind of linger in there it's like this kind of this is when the series took a dive and
five would be the get the ball rolling on that but I I had a lot of fun with this game

I think the more interesting part of its legacy is that question we asked at the top of the
show what is Resident Evil and this proves that Resident Evil isn't just survival horror
and navigating a spooky place or having big monsters chase you or things like that.

Resident Evil is mechanical and bonkers narratives and they can leverage that into different
types of mediums and it actually to me strengthens the brand, the series as diverse and letting
players kind of get whatever they want from Resident Evil. You want survival horror? Here
it is. You want co-op? Here it is. You want action? Try Resident Evil 3. You want more
survival horror? Here's two. You want campiness? Go to four. It's there. There's diversity

here and this solidifies that for me. Yeah, it definitely feels, that's the thing I have really enjoyed about playing this full series. And in the past with this show, and in the future with this show, some of the things I know that you and I always talk about is like, well, is it going to be rough for us to play so many games in one style? Like back to back to back to back. There's a spoiler alert, we're already playing things for 2024. And that's some of the questions that we've had behind the scenes already. Yeah. And I think with this, that's something I was concerned about. I hope we don't get Resident Evil-ed out by the end of this season. It's the total opposite for me. I think this game is much different from 4, which is much different from 2 and 3. They all have different flares and different vibes and feelings and tones. I think this one is greatly unique in that manner and I don't know if that's as much its legacy per se. I agree with you that the legacy is this one is kind of the beginning of the end in terms of the series going downhill and later being rebooted. But yeah, it does have a very unique vibe and flair to it. And speaking more largely about all of these games, like I mentioned it on this show before, but even once we wrap up 6 and 4 Remake, like I think I'm going to play the Revelations games soon and stuff like that. I'm totally in the zone with Resident Evil now. These are not wearing on me. I've really enjoyed playing through them all back to back to back here. Final question for you, and it kind of ties in with the legacy. Logically, obviously as people have started to talk about it, we just kind of had this discussion with Code Veronica and 1, but logically they just remade 2, 3, 4. Chronologically 5 would be next up. Do you think a 5 remake should happen?

And if it did, what would you, you kind of mentioned some of the things you would want, but what does that look like?

And do you think there's any chance that they do remake this one soon?

Soon I don't know about.

Because we're at a fork in the road.

It could go back to the original, it could go to Code Veronica, or it could go to 5.

I do think the next game that's coming out is 9.

And then the remake will, whatever the next remake will be, will be after that.

So I'm not quite sure.

Do I think a five remake should happen?

Yes.

I think actually the market is quite primed for a five remake.

- Co-op games have kinda gone away.

I feel like this would be a good thing to tap into nowadays, honestly.

- Yeah, but we do see some success in that.

And there's the whole live service hanging out, playing online with your friends thing that is so dominant.

Now granted that is in a more MMO or free to play capacity, this doesn't fit into that.

But being able to play with your friends,

I think is more important than ever these days.

I think there's a lot of potential here for a remake.

A more cohesive, connected layout.

Instead of chapter interstitials,

the world has an opportunity to flow together more naturally.

There is clearly potential for a visual overhaul

just in the color palette and density of environments,

they could really explore Africa in a cool way

and maybe even fix some of the,

the whole Tomb Raider temple thing just doesn't feel right.

Maybe that can be reassessed to fit more thematically.
But there's just such a cool,
boss designs could be improved to be more grandiose
and grotesque and unique.
There's awesome potential here.
and I think it would be great to see a remake of this game.
And also, the technology today,
there's massive potential just for better
single player AI partners.
Look at things like The Last of Us or God of War.
Those games have competent enough single player allies
that would make this a better game for people
that don't wanna play with someone else.
but I do think that there's a lot of potential here for a remake.
Personally, I don't think this game needs a remake anytime soon.
I think there is, again, potential, like you were saying, with what they could do with a new
version of this one.
But this is not...
There are two to three other games in the Resident Evil series.
I would like to see them remake before this one.
I think a lot of that stems from the fact that once we hit the HD era,
I feel like games like that are a little bit easier to go back to.
Maybe that is not true across the board, but this game is going on 15 years old and it felt
pretty...
Like, I didn't... I mean, there were some control annoyances and stuff like that, and we had little
qualms with the mechanics here and there.
But for the most part, I feel like this game, and most games from that era have aged relatively
well.
And it's the same sort of thing, I think, with like why people were so put off with Naughty Dog
when they remade The Last of Us.
like, "Well, we don't need that." Like, a lot of games from that era, I believe, people still think
are pretty easy to return to. Now, we've seen other things lately that have suggested otherwise,
like Dead Space getting remake is another game that came out in the same kind of time
as Resident Evil 5 here, so there's clearly a lot of potential to go back and remake games from
that
era and bring them back and people will respond positively to them. So, in that sense, if they
did remake Resident Evil 5, yeah again, there are some cool things, cool ideas they could
implement
and they can modernize it a lot and I think it would be really fun. And to just mention this too,
I don't either, this is kind of a spoiler for 4 Remake but not really, Easter Egg, but like they
They dropped hints in 4 Remake 2, Excella is shown briefly, and they also show the flower
area where the Ouroboros or whatever is growing in 5 that you find in the middle of that
temple.
They allude to those things in 4 Remake, so is that Capcom tipping its hand that they
are going to remake 5 next?
I don't know, but it's cool that they can tie those threads together a little bit more
now.
Hm.
So, yeah.
Again, it's not the one that I think needs to come next because I do...
Again, we just played this game in 2023 and I felt like we both came away quite positive
from it and it holds up well and I don't think it's gonna just all of a sudden age terribly
within the next year or two.
So if they put off remaking this one for, let's say, five or six years, I think it would

be better served to come out at some point like that.

But yeah, one day I think they can return to this one and I think people will be happy and again, like you said, the market's primed for more co-op and multiplayer experiences because I just don't feel like we get that stuff anymore.

More than anything, that's what stands out to me about this game again is the co-op and the shared experience that we have in my just kind of, I miss that era.

There used to be so many games I would play back in the day on my couch with my friends, know, let's run the Halo campaign on Legendary, let's run Gears co-op, let's do this, like those experiences aren't as common nowadays.

So I feel like to bring it back with an RE5 remake would be cool.

And I would very much be interested in playing this game alongside you once again in a new remade iteration.

It would be very fun.

I will just say, co-op VR campaign, do it Capcom,

let's do it, there's plenty of co-op shooters in VR.

- Think you better start hoping that PSVR2 sells better if you want that to happen. - Do it, do it, co-op VR.

That'd be awesome.

- You could just hand the items between each other, you could just grab them off your body

and hand them to the person next to you.

- Be cool.

Have a green herb.

But until then, I think that does it for Resident Evil 5.

Thank you all so much for listening.

If you'd like, you can check out our other seasons over at chaptersselect.com.

We've got, by the time this episode comes out, I think Fast 10 will be out, or like out the following week, so that episode will be coming as soon as the two of us can see that and sit down and record.

So expect to see that in your feed soon.

You can also follow the show on Twitter @chaptersselect.

If you'd like, you can find Logan on Twitter

over at [Mormin12](https://twitter.com/Mormin12) and his writing

over at comicbook.com, then you can follow myself at [maxroberts143](https://twitter.com/maxroberts143), and then my writing over at maxfrequency.net.

Thank you all so much for listening, and until next time, adios.

Chapter Select is a Max Frequency production.

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

Season 5 is hosted by Logan Moore and myself.

Season 5 is all about Resident Evil.

For more on this season go to chaptersselect.com/season5, follow the show @chaptersselect, and check out

previous seasons at chaptersselect.com.