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Hello everybody and welcome to Chapter Select, a seasonal retrospective podcast where we bounce back and forth between a series exploring its evolution, design, and legacy. For this season we're covering the Pokemon franchise. My name is Max Roberts and I am joined, as always, by Logan Moore. Hi Logan.

Max, this is the most philosophical Pokemon game ever.

Truths, ideals, hopes, dreams, discoveries, all the things that a philosopher needs to think and ponder about while adventuring with their Pokemon. Is that what it says in the opening? The video.

Is that what it says in the little opening video there? Yeah.

Hopes, dreams, discoveries, as the first note I took. It definitely has a much different... this game has a black and white have a much different vibe in some sense compared to a lot of the other Pokemon games. It is, it is a totally different vibe. Which I like personally quite a bit and we'll talk about it but these definitely stand out within the larger series in more ways than, than one for sure. So. You know there's a, you know Logan, there are plenty of discoveries for people to make with all of our member specials that we have been making for Super Chapter Select. For just two and a half bucks a month or \$20 a year you could sign up and get access to our longer episodes. On this one we talked about the recently announced The Last of Us Part 2 Remastered and all the implications surrounding that and Naughty Dog. We've got longer episodes, member specials, exclusive episodes that talk about different things and then bonus videos like in season six year we've been doing

all of our Pokemon battles in every single game and I think we haven't recorded this one yet but we might be doing black and white in person. Which yeah we only did for HeartGold SoulSilver if you remember. We did it for FireRed and LeafGreen as well. FireRed and LeafGreen because you were here in Florida. So yes there's plenty of stuff to check out you could go over to listeningwithsuperpower.com find out more and sign up but just check out Super Chapter Select. Yeah I would like to do both of our battles in person so hopefully both this and black and white too. It saves us from having to fumble with fan servers. I was gonna say setting up fan servers for all of this which I'm sure would... It's not that tricky you just have to like adjust your 3DS's internet settings like pointing it to a specific DNS server or something. That makes sense. It's not too typical but anyway. It is another hoop to jump through. Yeah it'd just be easier. Instead we could use the power of infrared technology if we were just in person to do this which I did use that on on these. I like how streamlined that trading and battling was on these games so that's nice. Max let's do the rundown and then we'll get into... I have a lot I want to talk about with this game and I think you do as well and we've already been kind of talking about it before this episode but there's still a lot that I want to dive in so let's do the rundown here. Pokemon black and white max. Did you know they were developed by Game Freak of all studios? I didn't know that. They released on the Nintendo DS these were the second installments on the DS behind Diamond and Pearl. Second mainline... Second yeah new generation games. They released on March 6 2011. The game was directed once again by Junichi Masuda. The producers on the game were Junichi Masuda, Hitoshi Yamagami, Shusaku Igami and Hiroyuki Tsuru. The music was then done by Shota Kageyami, Go! Ichinose, Hitomi Sato, Junichi Masuda and Manako Adachi. The Metacritic score on these games max was an 87 out of 100 which is I feel like

pretty in line with a lot of the others that we have seen across this season. It directly tied with X and Y. That's tied with X, Y is 88 out of 100. Okay I feel like most of the newer Pokemon games that we've done have been right around this like mid to high 80s more often than not. They're kind of sitting there. Yes which makes sense for the most part I suppose. Yeah. And then these games I will say as far as the user score goes on Metacritic looking at that they sit at a 7.9. User scores obviously don't necessarily matter all the time. I will say as far as like pokey fandom goes though I feel like these two games are kind of slept on or people have at the time I feel like people viewed them as underwhelming or not outright bad but just I don't think they made a huge impact in the moment and it hasn't been until a few years later here that I think people have come to respect and appreciate these games a bit more which I think is also true for me having gone back and played it now because I haven't played this game since 2011 I suppose 2011 2012 leading up to when the sequels would have come out. Yeah okay. Yeah so I haven't played these in a very long time it's been over a decade so revisiting them now I think there is a lot of unique aspects of this game that I like a lot especially since we have played the full series now over the course of the past for us it's been the past 12 to 18 months but throughout this whole season here on chapter select like these games stand out greatly like like we were saying before and I think there is a lot of cool elements of this game that I'm excited to kind of dive in and talk to you about what did you think broadly obviously you've not played these games before yeah my knowledge so what did you think this first time jumping in? I had no idea what anything about these games the only things that I knew about these games beforehand was someone called N is pretty dope was my understanding had a cool story there these games have quote-unquote the best story in Pokemon and then I've always heard that these were good or slash great games so I've

I've and maybe I just didn't hear the discussion around the time in 2011 2012 when when these were coming out you know these two games the sequels back to back I don't remember hearing anything like meh about it I don't think these games were ever outright hated necessarily but I feel like they are the most slept on entries in the series if that makes any sense because they were as I mentioned before kind of the the second generation DS games that came out so there's a really a lot of the games that I think people look back on the most that they have the most fondness for are the newest installments on new platforms you know the first GBA game the first game on DS the first games on 3ds the first games on switch like I feel like those are the ones people look back on the most so when you release a successive game on a platform I feel like those are the ones that end up being kind of more forgotten I think this is true for Sun and Moon as well I don't I don't feel like people talk about those games well half as much as they do with like X and Y and stuff like that you have to think about when these games came out though which in North America at least you know black and white launched as we said on March 6th of 2011 the Nintendo 3ds launched in North America or I'm sorry in Japan or let's see and oh in North America it was March 27th of 2011 so this was coming out the same time as the 3ds and right there with steel diver yes and that also means that black and white too came out a year into the 3ds as lifecycle essentially not even really or yeah like 15 months after the launch of the 3ds so people probably were now you could play your DS games on your 3ds but I think there was a shift and people were waiting for that next big Pokemon game which would go on to be X and Y mm-hmm and so I think that probably lends a little bit to it like it was it was truly the crossover tail end of the DS's lifespan and that could have led to it I think that also leads to a little bit of why these games are so stinking expensive not that I didn't sell well but they were the end of a console's

lifecycle yes yeah I think that I mean all the games that don't have remakes tend to be Freddie extensive to like gold and silver pretty expensive but yes these well that these are particular it explains specifically why black and white - yes even more expensive because those came out obviously you're talking about how this launched the month of the 3ds those came out of over a year later so the 3ds had been kind of entrenched on the market at that point for quite a period of time so for you coming into this what what stands out to you the most about this game where do you want to what do you want to start talking about the most because obviously there's a lot of things we could talk about whether it be the pokey decks or the story or like I don't know there's a lot of in many ways this is a conventional Pokemon game you know yeah here's a there's an evil team there's team plasma there's there's a legendary Pokemon there's all the eight gems and you got to go fight and become the champion but they do add some new wrinkles here and there obviously a lot of the stuff towards the end of the game with how the champion and the elite four are set up which I assume we will talk about there are some unique little differences here and there but what stood out to you the most and maybe what did you like and dislike if anything about this game so we've talked a little bit before the show in general just about some of my beef with this game in certain aspects but I think some of the stuff that stood out the most to me just from the game itself is team plasma and their whole design they're very like old medieval mages medieval I got Final Fantasy 3 vibes from it or Final Fantasy 6 the cartridge says 3 so I've always called it 3 but it's technically one with kefk the one with kefk yeah I got vibes from that especially from how do you say his name get Giedis get us I think it's get sis get us very Final Fantasy 3 vibes from him so I thought that was kind of cool and I sure will talk about plasma more deep but I noticed a lot there and then my other

thing with this game and this is a personal thing you know you were always talking about leading up to these episodes it was like these games were a hundred and fifty something new Pokemon there were no yes no original Pokemon this is an entirely new decks and for me we have something that I've always called the Wind Waker problem this is a very max problem but I call it the wind with after Zelda and so the first real 3ds elder that I played was Wind Waker and I love that game it's great but then afterward at some point I was like man I want to try this ocarina of time game and so I emulated it on my computer at the time and I remember getting to the first chest and link you know tumbles in there and pulls out the and it plays the chime that doo doo doo doo doo doo I'm like oh that's just like from Wind Waker and then immediately it dawns on me goes oh no wait it's the other way around yeah and so for me playing black I recognized every Pokemon these Pokemon so none of them were new like really new to me and we're playing this these are the final games are playing obviously both of you Nova games are back to back here to close out our season so yes we have seen all of the other all of these Pokemon before yes and so that's not a that's not a negative on the game but that is that is something that I think is lost having if you don't truly play these games in chronological order or you weren't there at the time in 2011 like the concept of an entirely new base decks hasn't happened since these games yes and I think that's a it's unfortunate that it that is a that is lost in time I think and then that reflects on to me it was like well I know what a Scrafty is or the zebra electric zebra like I've seen these before you know yeah so it wasn't there wasn't like this rush of new to see and play with necessarily besides like the starters because I just hadn't used them before or the legendaries I think that's an interesting thing that's kind of a bummer to have to missed out on just because we're 12 years removed well I think even you can still appreciate

though just like everything after this X&Y onward they've been doing this thing where they don't do full decks is of new Pokemon but then that's really when they started indexing heavily into here's an alternate form here's Galarian this and here's his sui in this and you know like they start doing different forms of old Pokemon which is fine it's not the worst thing ever but these games that you know this is the thing I really did want to talk about is I think top to bottom other than the original the original Kanto pokey decks because I mean nostalgia also I just think that Dex is really good the Kanto Dex but I think this is my favorite Dex in all of Pokemon I think this has the most variety I think this is the most widely balanced we've talked throughout the course of this season like why does this pokey Dex index so heavily into this type you know there's there's way too many water Pokemon in this Dex or there's way too many of one of one of these types I feel like the Dex in this game is quite balanced honestly and it comes before the advent of fairy type which I appreciate because last pure it's the last pure gen before fairy type got introduced because I don't really like fairy type that much because then they start going back and changing old types like oh what if Marill was not only a water type but it was a fairy - it's like oh my gosh why are we doing this like this is the last kind of pure gen in that manner and I appreciate that and this really like a lot of my favorite Pokemon ever are in this Dex like I really just think it is a I love like Krookodile I think he's one of my favorites I love Haxorus that's one of my favorite dragon types like just the thing that what's funny though is I will say this is that despite how much I love this this Dex and how much how varied I think it is and how well balanced it is and how much I wish that game freak would go back to doing something in this manner where it is just 120 to 150 holy new Pokemon and that's all you experience I think the starters are particularly weak in this gen in fact I

would say these are like bottom tier starters in any of the games which is funny because typically so many a lot of the ways that I feel like people view different pokey Dex's across Pokemon history is influenced greatly by the starters and I don't think the starters are that good here I I actually really struggled with kind of the front Dex in general like those opening three town through the gyms what I'll agree with that yeah the first I think 40 to 50 Pokemon are kind of lame in general and it's not in a very exciting way to build your team and a part of this also extends from the fact that I've adopted your mentality of like planning out my team ahead of time and all the Pokemon that I wanted were mid to late to post game like I wasn't getting it wasn't a very exciting Dex up front to play with which is kind of a bummer I do agree with that I think that's a problem in a lot of Pokemon games especially with the sort of mm-hmm the way that I craft my teams and stuff you know like I want this and I want to get this too and like like so but I tried it I tried it whenever I do that personally I try to plan it out like knowing like okay well I can't get this one until I get to about the sixth or seventh gym so until that point I will use this Pokemon which I can get a little I haven't I haven't done that I haven't like planned a mid team like I just try to cover my bases up front yeah like for example gym five is the sheriff I think he is ground play one of the two yes and the game gives you basically an opportunity to go get your water duck on the bridge which is kind of what you need to beat him if you don't have you know I guess if you didn't pick what's the water starter osha osha what yes yeah if you didn't pick osha what or I guess snivy but basically I picked the fire pig and really struggled with gym five my team was not properly handled to like I was under leveled by about five levels and I just could not defeat his team and I had to go by go catch this duck which I didn't really want and then I had to like train the duck up to beat this and

it was this whole that and though did you not have any grass types on your team either I had the leaf monkey but it was too under level to get hit and okay I'd die so like that's an example of that's the fifth gym in the game by the way you know really yeah substantially through the main story and it just like but I didn't think I mean there's the water toad that you can get in a in the pinwheel forest but I just him pole yes which reminds me of the Bella bub in scarlet and violet but instead of groundwater it's electric water so I think the early Dex is kind of weak I do agree with that I do agree with that generally but the stuff later on very cool yes but my my other problem that kind of ties in with it and I know this is what we've talked about before recording the show is the evolution chain to get a lot of cool Pokemon is so the leveling is so high to get to some of these Pokemon where they're not evolving until the mid 40s some don't even get until the 50 like you're really pushing to get the third evolution there's one Pokemon in the Dex that doesn't involve I think until level 65 in its final form and to be clear that is well into the post game yes because the the Elite Four is basically the upper 40s so and then you can go face them again and they're in the 70s yeah and they have a full team and all that stuff so like there is the leveling structure of this game is designed for the entirety of the game post game included I was thinking about this in our discussion for HeartGold Silver the way that they adapted to leveling because that game is pretty hard if you're not doing these phone call missions where you call people up and train trainers again that have higher experience and stronger teams especially if you're trying to like you know work towards beating red at the end of the yes for sure and so they want you to use these systems the phone call in HeartGold to level up but in this game it is your we want you to play everything and we're scaling to that and so I think that's part of well I'll talk

about my other problem with the leveling later but I think that's a part of why I struggled with the leveling pace of this game because we're getting to the mid to late story and I'm in the upper 30s low 40s and I'm just really feeling like a lack of progression in that way because kind of up and to this point really by the time you're at the Elite Four and my experience you're in the mid to late 50s even the 60s to try and so it just feels slow in that way but the game is designed we want you to not be in the 60s until you're well into the post game and for transparently I didn't play we did I didn't have time to really sink into the post game and I do plan on doing a little bit of it here after we record this but I looked up kind of what you can do and like that's where the three legendary creatures come in yes you can apparently go find the sage is from plasma yes and battle the Elite Four again there is basically half the map to explore they just half the map is postgame which is cool but given to the nature of how we're playing this didn't really have the time to like fully flush that out and explore and just kind of play at my own pace and so I think kind of rushing not rushing but we're playing this we have this show I was gonna say we have artificial deadlines because you know we're trying to be coming here and record and talk about the game I played I started playing this game on the 5th of October and I beat it on the 18th of November so like just over a month so I kind of had a month of playtime and that was just to beat the game but if I was a kid in 2011 I probably would have eaten this up because if feet it probably feels like when you're not in this this chamber of making a show about it it probably feels like there's so much game there and I said it just builds and builds and builds and so I think that was kind of I think that's a big reason why I was struggling because if the leveling is different than what I'm used to and I'm playing under this time constraint for a show and so I'm just getting frustrated with the lack of progression I'm feeling

I do think it's slow it's a very slow level up and I don't necessarily care for that because it just I don't know in an RPG I want to feel like I'm getting stronger and I just didn't really feel like I was getting stronger I always kind of felt like I was just under where I needed to be and that's a little like even if you'd go grind it was truly as a grind because they're handing out like a hundred three hundred experience points for fights and it's like it didn't feel like there was a good way to grind if you really were determined it was just arduous and I think that I don't know as an adult I find that frustrating as a kid I probably eaten it up so it's I think it's a tough balancing act because these games are primarily designed for younger people I think so I agree with you and in general since like we've played all these games now across this season yes this grind there is a little bit more of a grind to this you do levels more slowly and yes there are some very high levels just for some of the Pokemon to evolve like this is the highest level cap of any of the Pokemon games when it comes to evolutions so those things are all very much true and what you're saying is not wrong by any means I will say though like within the scope of the larger series though I appreciate these differences more because they are different like we have played so many remakes across this season that are more in line with like how modern Pokemon has been and to me modern Pokemon is like X and Y onward you know when they start implementing basically 3d forward yes when they start implementing you know teamwide XP share and stuff like that which helps alleviate some of the grind problems you've mentioned so coming back to a game like this is definitely a bit jarring in that manner because we have become so accustomed to how the newer installments have been but I really really enjoyed personally like this is how these Pokemon games used to be this is how a lot of these again not all of them in the sense that like you're leveling more slowly and the level caps

of some of the Pokemons are higher to evolve and stuff like that but just like just the structure of you know how you got to train your team and stuff like that and how you have to be a little bit more strategic like okay I have this Pokemon and I want to level it up and what's the best way I can do that okay I'm gonna send it out first and then bring it back and then I'll send out a stronger Pokemon and like those things I enjoy and I kind of miss like it there is there is a grind to it but there's also something I like about Pokemon grinding like there is a sort of makes you feel more personally invested in your team in a way that I don't think the later games have been like it like by the time I got to the end of my team I felt like I had used all six of my Pokemon pretty equally which is definitely not true in some of the lighter games and for me I think another problem was a lot of the Pokemon I wanted like my team wasn't really complete until the Elite Four like I really I was playing with Pokemon I didn't want so I think that's another element I was my dad was just like I don't want this bird duck you know well I know they definitely like tuck some Pokemon away off the beaten path in this game too like I know like we'll talk about this here in a second but like HMs aren't really important or thing at all I mean they are but like they are not vital to advance through the main path which is great however they are there if you want to explore a bit more because I know once you get to I think it's near charge stone cave or it's near like the fifth or sixth area like once around that time when you get surf or maybe you don't get surf right then but there's a cave around there that like they mentioned like oh hey there's a cave over here if I could just surf over there then I could access it and if you come back once you get surf you can go into that cave and that's where some of like the more unique Pokemon are like I know that's where you can get an axew which it eventually involves into haxorus which is like one of the

stronger Pokemon in this gen stuff like that so like they tuck certain Pokemon away off the beaten path and I think they try to encourage you to explore a bit more but yes they are like you said before they they are all still a little bit later into the game and stuff like that but there is like an exploration and a reward to that that I think is kind of nice too and they kind of push you to go into areas the bit perhaps you wouldn't otherwise but yes I do wish some of the some of these Pokemon were front-loaded a bit more in the earlier portions of the game and then there's like some weird little things too that I forgot about like for instance like I remember when this game was coming out like one of the Pokemon that they were really pushing to the forefront was a Zorua and Zoroark the dark type looking like fox thing you cannot even get a Zorua in this game unless you have an event Celebi which you then have to go interact with one specific person on the map and then you can get a Zorua which is very strange to me that that like I don't know some of the ways you would get Pokemon in these older games is just a little bit odd in that in that way and black and white - I think they just allow you to catch one or you can just get one more easily yeah I noticed that when I was looking at certain Pokemon I'd be like you have to do this in this game to get it and then black and white - it's like I just go here like they it was they they opened up the decks a little bit more I think yes they did it's funny I did happen of the cell of the in one of my old games I told you about I was like oh yeah I have this I guess I'll go get a Zorua real quick just to sit I did that mainly just because I wanted to see that whole like finally do it yeah yeah that whole cut scene or that interaction play out which is kind of unique so yeah I think generally speaking though like I said they kind of bring this full circle there are a ton of Pokemon in this text that I just love and you and I were talking beforehand and like moving forward into black and white - like I'm

very excited to play these games again because there are so many Pokemon that I feel like I have not used still in this Dex like we have now I have now played I think I've only played these games I played white and white - back when they came out I've now played black for the show here and then we'll be playing I'll be playing black - I still feel like there's like so many Pokemon I have not used in this Dex that I want to still use like because you know how I am I like to try to mix up the Pokemon that I'm using and I don't like to use the same ones every time like I have ones that I prefer and that I like the most but I try not to recycle and reuse the same ones I've largely mixed up my teams and all three are going on four playthroughs of this game that we've done and I still feel like I have not used everything that I'm like interested in building a team around and so that excites me and that's something that I think gives this game much more longevity in a sense and again it's kind of weird too because obviously there are like four or five gens after this and all of these Pokemon have been folded into those Dex's as well I know so in that sense you you probably don't find that half as unique yeah yeah there's there's knowing how cool-looking Pokemon there's also some dumb looking Pokemon in this game too don't bash the ice cream cones I'm not talking about ice cream cones or gears I'm talking about like vulture with an egg diaper on I kind of like the full truth the head diaper I think it's so stupid look it is the dummy you know there's there are really cool legendaries in this game and I think we not just the main ones but all of the kind of the ones surrounding it and the ones that revolve around the map or the event Pokemon that would eventually come out of this I think the legendaries in this game are pretty dope and it's it's a shame that we don't in our battle rules we don't use legendaries because there's some really cool ones which ones you like specifically I like the the three tornadoes thunderous land okay yeah those are kind of cool I think you're

kiri room the ice dragon one I dream or something yeah yeah genesect you know
bug with laser cannon that's pretty dope I think you know those look cool so I
think that like the late Pokemon in this decks are neat
bravery I I know from Arceus because bravery is the Pokemon you get to fly
around so like there's a whole quest with their bravery was one of the first
Pokemon I used when I initially played this game back in the day that was it's
my flying type of choice that I really liked yeah I like the buffalot buffalo
thing with rings on its horns that's neat I like but sharp a lot go alert
came from you know yes go lurk and I think sword and shield so it's cool to
see the origin of these and I like a lot of this like I like the late decks it's
just kind of the early stuff shandler shandler I like I like a mummy looking
thing the sarcophagus yeah that's good that's a really cool one I even like
someone even someone like the more common ones like dearling and saws buck
like it's cool that there's a type that is specific to certain seasons and its
form change dependency depending on the season and stuff like that and even some
of the ones that I know people hate on there that I always is a dumb design
like garbador it's a pile of trash the vanilluxe it's ice cream cone the
clinkling it's just gears like I've come full circle to like especially seen
where that yeah especially seen where they go in some of the chandelier yes
jellison is a jellyfish scene where they go in some of the later
Dex's as well has made me come back and like appreciate these as well and the
thing I'll say too is I think these games dude I miss this look of Pokemon
like this is yes look so good the sprites look so good they are animated
yeah Zane is the best-looking game we've played it is by far the best-looking
game that we have played the moves all look really cool too like there is a
this is I wish Pokemon still look like this obviously we're in a 3d era but
like the the 3d the transition to 3d and this has been a well-documented

complaint that so many people in the community have had for over a decade now but like in the midst of the transition we have lost I think just that all of the newer 3d pokemons just do not have the same sort of vibe and feel and look that a lot of these older ones do in this art style and I miss it so much they look a lot of the newer Pokemon look washed out I think especially when you compare them to what they look like in these previous games like the colors on these pops so well the art is so good like I really I miss it I wish we could go back to this but you go on if you go on a site like Serebii and you click on a Pokemon and then just click through the gens that it's in mm-hmm you can see the 3d models and then go back to these sprites and it's to me it's no contest the sprites beat these 3d models all the way it's just something that's lost and it's a shame. They even have like more personality in these sprites too like it they just look so much more well-defined and again adding the animations to them now rather than them just being static images during the fight sequences they have all kind of got little like bouncing maneuvers or whatever and some of them are more unique like I think of like what is the fighting type timber who's got the two by four in his hands he's like flipping it in his hands or whatever as he's standing there like I think that's cool there's a lot of there's there's a lot of personality and yes these sprites are so so good and I'm looking through the Pokedex here too again just to call out some other things here like I think scolipede is like a really cool bug type bug poison type also the cops are coming for me or whatever I don't know if it's for your pokey takes though it is for my pokey takes officer Jenny's coming for me is that her name what is the what is the what is the nurse's name it's officer Jenny and nurse Eve it is officer Jenny and then nurse joy is it Joe's joy yeah why'd I say Eve anyway yeah this pokey decks good one definitely one of the best and I like we're talking about how pretty the sprites looking stuff I'm

imagining I don't have to imagine because I've seen these Pokemon all show up in the later games and just thinking about like a remake for these games which is probably what we're going to get next like yeah I'm like oh he's well it won't look half as good it which is so funny because it's over a decade after this and you go back and play these DS games and we're like frothing at the mouth about how good these Pokemon look for the time anyway yeah lots of great Pokemon in this decks I love it overall Max let's talk about the story though because this is something that we've not touched on and I know this is something you have mentioned that you've heard about quite a bit about beforehand something we talked about before how this game is very philosophical in some ways yeah I think the story is broadly like I said up front at the top of the show it's very similar to all the other ones just in the structure of you know there's a legendary Pokemon there's an evil team there's a the gym is an elite four and become the champion and all that stuff but at the same time there is some stark differences like again like team plasma they end up kind of having the same goals as so the other teams by the end of the game but like the way that you get there by proxy of and in his story arc and just I will say even like the structure of team plasma I think is greatly different you know with no and being their chosen hero or leader whatever but then you got gets us kind of as the puppet master and you've got all these seven sages that are running around and like the structure of the group is far different which I really appreciate and I think is again unique within the larger Pokemon series here mm-hmm and then their ambitions are a little bit more mysterious and you never really get the sense that they're outright evil until sort of later like because that the rhetoric they're spewing is not horrible they're like you know we must free Pokemon everybody release your Pokemon we have been basically enslaving Pokemon everybody

you should release them and let them roam free and yes so there is a go ahead
I they are stealing Pokemon from people's very yes absolutely and yes
okay this is always so always slipping up like oh you know my plan I mean team
plasma's plan so that's you know they're evil in that cartoon they yes yes they
are but they're they're not they're not so like cartoonishly evil where I think
of the past games where it's oh they're not rocket and we run around and steal
Pokemon or we're team mag mag and we wanna we want to just create get rid of
all the water look land only let's revive the Pokemon grout on and
eliminate all the water it's like what like those are like cartoonishly evil
like these team flies was trying to be a little bit more savvy again much
different vibe not only combined with their ambitions but just the structure
of the organization I mentioned all the sages and ends involvement how they've
raised n but then their look this like medieval style look that they have to
themselves which is like even the opening cutscene of this game is like
this is a very different tone for a Pokemon game here with the whole sort of
monarchy type thing they're going for with this maybe not monarchy but sort of
I don't know I almost wish they feel out of place I think because of that
because the world around them is modern they do they do but I also kind of like
that disparity in some weird sense I almost wish though they had fully leaned
into it and maybe and maybe this is more Arceus talking but Arceus is set and you
know early Sinnoh right or the hisu region which would come a Sinnoh and
they lean into this old style and I almost kind of wish these games were set
in a medieval ish time and I think that would be an interesting idea and if they
ever did another I assume they will do another legends game and if they decided
to make you Nova that region I think it would be really cool to actually have
this medieval night angle to it and to have these Pokemon be around and all
that stuff I think that would be a neat way to go about it I kind of just wish

they leaned more into it almost because I enjoyed it so much it was it was cool that way I feel like they do in some sense with some of the Pokemon like I think of S cavalier which is like you need to look like a knight even some of the other a lot of the bug Pokemon end up having like suits of armor yes yes they do and then I think of some of the others in this Dex as well like there's there's sort of like an old-school or like I don't want to say like ancient but like even like shandalar kind of gives like off like old-timey vibes to it yeah actress to some degree as well yeah you got shellmate which is like a suit of armor and I even Druddigon looks like an old ancient dragon type thing and the sharp kind of looks like a knight they kind of lean into that in some sense with the Pokemon designs but they they definitely don't go full tilt with it by buying yes I I hope they can lean into it more if they ever revisit you know the or in the remakes I don't know you know there's a lot of potential there but my biggest I have my biggest problem with team plasma is the hypocrisy of them because they're all trainers and they all fight and they're like we must free Pokemon and stop hurting them now let's fight about it and they fight with their Pokemon and I really I kind of struggled with that like from just a surface level of well do you really believe what you're saying and is the only one that at least voices a stroke like he realizes that hypocrisy and at least comments on it and it's like well there are some others there are some others that you can run into they are like off the beaten path team plasma and PCs where you can like I think of one like in ends castle towards the end where he's like oh I I believe in team plasmas and or he's like I'm fighting for team plasma and looking to release all the Pokemon but also I've grown attached to the Pokemon I've raised maybe I'm not cut out for being part of this group or whatever that's an interesting one-off but I just I really overall struggled with the whole they you know the ones you'd be forced to

fight they'd be like and when I beat you you're gonna have to release your Pokemon it's like well what about you are you gonna release your Pokemon like it kind of just falls apart really quick and I get that it does you have to fight the villains so it's that's how you throw down in this world yeah and so I I really was torn on that I think it's a little bit interesting that the N talks about that at least before you fight him and all this stuff but it just it did kind of just fall a little bit on me like ah this is a hypocritical how do you feel about the one lettered boy and first off what a strange name a terrible name quite honestly an awful yes yes but what did you think about N because he really is obviously the main sort of thrust in this game like we've talked about gets us a little bit and the other team plasma stuff but I think N was hyped too much I think he was overhyped I think he's one of the better like rivals in the series which isn't necessarily a super high bar to clear in some ways like you know you've got blue or Gary whatever in the first games I almost would prefer though like a rival who's intentionally out in a meet like a rival who's mean to you because Sharon in this game is a rival out to beat you but he's like nice and philosophical to you while losing yeah and N is like just this morally conflicted boy who was raised by Pokemon abuse and speaks in monologues - yeah very old English it's so I just feel like his whole arc and story and like how great he is was overhyped to me and I've interpreted that but you have to think everyone's like I ends the best and these are the best stories in Pokemon and they're really good especially compared to a lot of the other games that we've played but I'm telling yeah and by the end of it I was just like well of course this is how it's gonna go like he's you know I do think it ends really well I was gonna say this is what I love the build up to that fight and the dragon coming in and he heals you before the fight and he's like truth and ideals and we're gonna fight it out like the whole two heroes

must clash yeah it's really epic really grand what is so I think that when people talk about N and how much they like him and stuff a lot of it does have to do with just how this game converges all the storylines like this is the only game in this series where you know more often than not I feel like the legendary stuff is kind of tied up before you ever go to gym eight same with the evil team like once you once you finish those things then you go to the final gym then you go the elite four and then tada you're the champion this is the one game where it's like nope let's have the evil team storyline clash with the legendary Pokemon storyline clash with the the elite four stuff and then all of those plot lines converge at the champion battle when and N is the champion and he has a legendary Pokemon and you have to get a legendary Pokemon and fight him and like it all kind of unites there at the end which I think is greatly greatly unique in the scope of the Pokemon series for sure because there are no other games in these series that do this and I think making your rival get the the other version exclusive legendary that you don't have is also super cool because in a lot of these other Pokemon games like you know depending on which version we were playing like they won't I think the only one I can really think of is well no they don't even really do that in sapphire and Ruby now that I think about it I guess they do an emerald but like that the two different version exclusive Pokemon never really end up clashing or crossing over like there are some instances where both appear in the same game like I think that happens in sword and shield I think both of the different yeah you got this dog sword and shield brothers yeah I think I think they're both in the game but like I a lot of times the like if you play diamond you're never gonna hear about Palkia you just never see it you never see it you know yeah like this I think these games are super unique in this sense that like cool we're gonna give you Reshiram we're gonna give your rival Zekrom then and then you're gonna

have to square off with one another and I just think the idea behind Reshiram and Zekrom is really cool and how they've clashed with one another for a long time and now this is just the latest instance in which they're kind of doing this under the guys of new under the ownership of new trainers like all those things I think are really really cool yeah this game's final hours are pretty great very yes I love all of it I love how the champion story weaves into the plasma story going into the end built climbing up you know victory Road is a mountain basically in this game so you're you're working your way up victory Road and then you work your way up through the elite four and then you don't fight the champion you actually can't fight the champion until the post game when you get the elite four I do fight the champion well and is the champion no way I guess like he wasn't yes that wasn't a specific I'm here to be a champion it was it I'm here to rule you Nova and I have yeah feet the chair like ends goal wasn't to be the very best like no one ever was it's to rule and so he defeated which I kind of like they put a different sort of spin on the champion thing in this game which is like that gives it like actual esteem that I think a lot of the other games don't necessarily it's just like oh yeah that's the Poke League champion over there in this game it's like no I'm gonna be the champion prove I'm the strongest in the whole region and then I will push my ideals like to the world yes yes which is very cool and very super villainy and a lot of ways and I like that they introduced Alder earlier in the game so that you kind of yes familiar with him over the course of the game to where then when you see him lose you're like I mean obviously you don't really know how powerful he is because you never fight him yourself until the post game but like you you realize you know the other champion is out there and then you see him lose and then you have the fight like all of that all of that stuff is is really fantastic again and himself I don't know I think I do agree

with you he's he's not maybe as good as some other people hyped him up but like the way he is used within the story like his like his like actual arc of you know just being this kid and then being controlled by an evil group and then he becomes champ like all that stuff I think the broad beats are great largely yeah no I totally agree with that it's it's one of the better woven stories that kind of all come together with all these different arcs I think I think scarlet and violet actually tries that a little bit while you can independently do each of the three stories by the end when you're going to area zero they've all intertwined on some level all three of them as you push down deeper and deeper I don't think as effectively but the end game of this is is neat and it leans into that Final Fantasy like this feels like a more classical JRPG story goal ish that we're pushing here and so I think that's a fairly neat and cool to see play out that's a lot of Pokemon trends yeah sure like while while keeping things very very much the same in some sense like oh you know I fight the elite four and then I fight the champion and then this that and the other like there's kind of like two champion battles at the end because you have to fight and followed by gets us and then and then but and then there's the credits roll there's no like you know let's log your team so that you go down in the histories of the champion like you're not dubbed the champion or anything you're just dubbed like the guy who saves you Nova and then you and then you can go back and fight Alder from there but only only once you have a much stronger team because his team is like enough in the seven it's the I just looked it's the upper seventies so yeah it's it's a real journey and I think that is neat and I wish that I had the time to like truly and fully experience that but it is cool to have seen that play out it does lend itself to making this one of the better stories in the franchise so I did have one question for you moving forward which I know we usually talk about this stuff more at

the end but talked a lot about the story how do you feel moving forward knowing that there is a sequel here and some of the initial things that have kind of been introduced here are going to get expanded upon in the next game we play for this season I'm curious Jen I have no idea like what it's team plasma again so I'm I guess get his comes back in some way I assume or N is doing something different but I find it difficult to believe that I will be fighting N and a regular basis unless he's following the rival slash Sharon route of I must be stronger than you which I don't really see so I'm curious how team plasma comes back and like what the evil push is there I'm interested to see how the world evolves and changes you know because they're reusing the map but maybe towns get bigger or better there's growth there's change I think it's two years after the main story so I'm I'm I'm curious but it does feel like this game kind of wrapped itself up well from a there's no cliffhanger to so to speak so I'm interested to see where they explore yeah there's maybe not like a traditional cliffhanger but there is clearly like stuff with N you know where he's like kind of setting out to go on his own sort of little yeah yeah and you see him kind of fly off on the Zek rom or restaurant whichever one there at the end so there is some stuff set up with him and like his sort of personal journey to be honest I don't remember anything so she reflects white - so like this is just as much a thing that I am thinking of in the back of my mind as we move forward as I'm sure you are because I just cannot remember how that game really evolves because yes I know team plasma is in it once again I don't know I don't really know how they expand upon this so I'm looking forward to playing through these games again well the last thing I want to bring up to you well there's two things first off with the gym leaders how did you feel about the implementation of them in the larger world in this game and them being a little bit more than just you know hi I'm Joe dude this stands in this gym and

never leaves like all the gym leaders in this game I think really kind of are pitched as being larger members of this of the Unova region as a whole you know they all kind of show up there at the end as a big group to fight off the seven sages moment yeah that is a cool moment I think as well I I think that it is really they do a better job with the gym leaders in this game and make them feel like they're actual integral members of integral members of society rather than just you know hi I'm a guy who stands in this in this building and hands out badges to people who come on through like in with every new town you go to the gym leader kind of introduces themselves beforehand and then sometimes there's little missions you have to go do off the beaten path you know I think of like you mentioned clay before like his whole thing is like oh there's stuff going on and cold storage plasma yeah yeah like they they which can get a little bit annoying at times but I do feel like it makes it to where the gym leaders are more integral in these games in the story in the world building than I feel like and a lot of the other games we've played which I do appreciate and like quite a bit I like I'm looking at the gym leaders now I think clay and Lenora are probably the two that stand out the most from the library and the sheriff but like some of them are I don't think their stories hit quite so hard or do so much in the game you know like her here with his bugs or Elsa and her electric Pokemon although that gym was so annoying with the volt switching Skylar Skylar has like a shorter little story it's kind of cute I guess the plane lady yeah Bryson I don't you know he doesn't do too much with his ice and then same thing with the drayden he kind of just shows up in one little cutscene in the town and then you fight him at the end he's like the dragon authority they're like go talk to him about restorim and Zekrom and he you go to him he's like yeah I don't really know dude no it's interesting that it's different the eighth gym is a different leader if you play white yes oh that's cool same

Pokemon but a different person that's cool so yeah I think some were a bit more important to the story overall than then the others I do think the first gym is very interesting as where it is the opposite of whatever starter you pick at forcing you to go get the monkey to the right of town to beat it I think that's a cool concept depending on what you choose so like I fought Kress because I chose tepig I don't what started you choose I also chose tepig yeah so we both thought Kress but you know if you choose snivy then you have to fight chili or that's a really cool thing I think yeah it forces you to go get the gimmicks to in the rest of them so well one other gimmick that they don't really use which I feel like would have been interesting if they would have used it during a gym at some point is the rotation battles which are new and yummy I think to this game I don't think that that's a thing that shows back up in any other games unless I'm incorrect no I feel like anything else I feel like they should have used that at one point in one of these gyms but they really don't I don't know if you had any particular fondness for that battle style in general in a general sense I think it's unique I think it's kind of I think it's fun it's never forced on you like a ton which I think I only did it twice okay and it's interesting strategically it's you're thinking okay this Pokemon is strong against that one over there but if I rotate now are they gonna rotate out to be defensive against that so there is some like strategic thinking of how can I whittle them down and then just hit them with what they're weak against yes but I feel like it made the game the battles feel slower and this is by far the fastest battle system that we've played with so far and I didn't care for being slowed down in that way I would much rather if I just had a triple battle where all three of them are out at the same time yeah or a double battle or something like that it's a it's a neat concept but I don't think I would want to have done a ton of them and I'm glad like I said I think one gym leader

would have been fine she would have done it was a one of good push of idea yeah and would have leaned into a more unique gym battle like I tried with the first one yes I agree with you I think they could find for what it is but I don't also don't believe it's necessarily anything that I'm like dying to see pushed to the forefront of these games by any means last thing I want to ask you as far as like story and characters go did you have any particular fondness for Bianca or Sharon because you get two rivals in these games and I know you talked about how you're fighting rivals way too much between those two and then and on top of that who's kind of your real sort of rival throughout the game there's three rivals this time around what'd you think about the other two I like Bianca's story like the concept of I'm leaving home and figuring out what I want to do with my life Sharon I think is far too serious he's like my purpose in life is to become stronger and if I don't have that I have no reason to live I think he's way too melodramatic I do like how Alder comes in and kind of recontextualizes why he feels that way and why he wants that though like okay cool let's say you do become champion then what like yeah what are you gonna do from that point his arc is is cool I just think his delivery and like writing as a character is melodramatic heavy-handed just yeah it's a bit it's a bit heavy yes but I did have a major problem with especially basically the first I don't know up to six gyms basically kind of right before the plasma stuff really it's cooking with the dragons and the stones and stuff basically every time you leave town you'll fight at least one or two of these people as soon as you leave town and sometimes right before you get to a town you are just constantly crossing invisible lines triggering events Pokemon trainers are showing up and going well I have the badge and you have the badge so now we must fight to see who's stronger why am I so weak oh I can't believe that you two just fought let me fight you so I can figure out

what I want to do with my life and it's just like over and over and over and over and over and over and over and over and over and I was it's it makes the game flow choppy it is sometimes they don't even give you an opportunity to heal between them or heal you the floor of the fight it is it's too much three rivals is too much and we need I wrote down I'm gonna have an aneurysm if there's a one more just let's battle moment it is just it's obnoxious and I besides that I don't really care for them they were more annoying I think then helpful to my journey I do think that they have far better arcs than a lot of the other Pokemon rivals that we have seen again I think back to most recently you know my accent why with all the different I I wanted I want my Pokemon to know how to dance and stuff like that it's like what are we doing here like they have much better arcs than some of the latest rivals in this series that I think we've seen but yeah they don't like to be honest like coming into these games I didn't really remember anything about Bianca or Sharon beforehand so I think that kind of says a lot right there yeah but yeah I like I said moving forward it's curious it's interesting because a lot of the times these discussions are one-offs but I'm curious to see how we come back though some of these points when it comes to the story and the characters and I'm more interested in where Bianca is a black and white - and Sharon yeah Sharon or however you say it because she actually was like trying to figure things out and like what she wanted to do with her life and Sharon was just like I want to be stronger so I think Bianca's with as the more interesting arc I don't think she really resolves it by the end of this game which makes me more interested in what she's up to and in the sequels yeah we've talked a lot naturally I think about a lot of the different gameplay elements in these games you know trip rotation battles and things like that the battling speed which is greatly increased which I appreciate and like

quite quite a lot I mentioned this kind of offhand I wanted to ask you like just about HMs in particular and how you feel about how they're implemented this time around did you like that you don't really have to ever give your Pokemon HMS unless you are absolutely trying to explore more something and I don't know I want to mention this too I don't know if you've looked this up but the post game gives you like three or four more HMS like waterfall I think is in the game dive I think is also in the game okay I didn't look those up but yes it is it's great that they're not necessarily like a habit I've picked up is looking up before victory Road like what HMS do I need to get through victory Road and then and this time I'm going you don't need any of them strengthen surf will make it a little easier like you can take shortcuts and make shortcuts but you don't need them I was like aha this is what I I'm here for because we're still in the era of you have to go to the the move deleter to forget an HM and if that wasn't the case if I could just swap you know swap it out with the TM that I was replacing before like then that's not really a rub it's just annoying so I'm glad that HMS basically aren't necessary this is the light we're one step closer to just being able to fly dive and surf whenever and wherever and however and that's great actually X and Y feels like a regression in some ways yeah that's what I was gonna say like in some ways like going to they were close to the right version of this yes like I honestly I could I forgot that they dropped a lot of the HM requirements in this game so like even when I got to victory Road and stuff too I'm like at what point is this game gonna make me learn strength to advance here and the answer was never which I loved yeah because it allows you to it allows you to do what you want with your have more control over your Pokemon's move sets and stuff like that and and not only that but like all the TMS not being single-use I think this is your first game in the series which is where that's not a thing obviously

that's become more common sense it's hard again these things are hard to remember because we've played this the series and so out of order so it's hard to know and certain it all blends it at a certain point yes but there were a lot of like quality of life improvements with black and white that I feel like are worth calling out and pointing to because they finally address so many of these things that I that fans had complained about at the time was there anything else like gameplay wise that really stuck out to you again we kind of mentioned as well the other big thing to me is just like that the sprites having little animations and stuff like that I think is cool when it comes to the battles other than that I there's nothing else that really jumps to mind I don't know some of that oh I guess the musicals is one note you have down here it's something else kind of off the beaten path I I put that down because I didn't do a single one of them I'm glad they asked for she to do it but I think force you to kind of become aware that it's in the game yes you don't very briefly do it they expose you to it but they don't force you to do it yes which is I like that too I think this is another problem with being so removed from its launch though where there are just mechanics and ideas that are on like not like you're not gonna do it right with these days I think of the sea gear a lot they probably were doing a lot of ideas with the pokey Walker and infrared and yes those are actually really those are really big things now that you mention it but now there's no really like I kept that stuff off because I'm not playing like no one else is playing and I'm not walking around and connecting to things and people I'm not tracking my steps all this stuff is just lost mechanics to time because either just the community is not here for this game it's you know it keeps moving on and on so I think you know musicals is just the gimmick of this game and I didn't touch it at all it sounds pretty silly but so we're beauty pageants in uh in diamond and pearl so

well as far as the sea gear stuff goes like they did finally kind of make it far far easier with this game I can't remember what heart gold and soul silver does because I think they have their infrared stuff too yes I know what they connect with the poker Walker yes that's right yes I know with these games though like with via the sea gear they they make it far easier to battle and far easier to trade than ever before you I mean you can still go to pokey centers and do stuff kind of in the conventional method but they they really just cuz I traded between my games a couple times and all you have to do is slap the the infrared thing on the sea gear section and it's like okay we're gonna look for another connection here and then you find it and then you're immediately launched into trading which I think is great it's so much more streamlined again more quality of life features in in these games things that things that became much more common later on in this series I just think a lot of the things that fans wanted were really present in this game with all of these features that we've mentioned the past few moments combined with the fully new pokey decks these games are really big steps forward I think for the series in a lot of ways and took some important strides and kind of determined where the series would go moving forward which yeah I mean yeah in some ways I feel like they've run back some things from this era that I wish would kind of make a comeback but you know Pokemon is also in a decent enough place now we've talked about the postgame and we neither of us really did that I think the only other thing unless I'm wrong the big thing we haven't talked about yet is the music and mm-hmm I think this is absolutely one of the best Pokemon soundtracks like by far this is up there to me with the original with I mean I have a soft spot for Ruby and Sapphire and emerald for the Hoenn era but I think this is like maybe like top three favorite Pokemon soundtrack for me there are so many songs in this that I like heard as well that I was shocked that

we're in this game that I could not remember we're part of this game some of that is just because I listen to random you know like Nintendo music mixes on YouTube or whatever while I'm what while I'm working and so I'll hear some of these songs I'm like oh that's a good track and then I play through this game I'm like oh dang that came from Pokemon black and white I totally forgot about that I think this soundtrack overall has a lot of great mellow tunes I think some of the a lot of has some groovier songs too like what was the one you sent me was a drift veil which is the one oh yeah you're walking into drift veil yeah you're walking into drift veil there's a lot of like moody songs combined with genuine bops I know you hate the rival battle theme because you feel like it's too uptempo that's not my favorite either it's too bouncy and jubilant like it it yes them feel like clowns especially I think Bianca up front like it's just it almost makes it feel like a joke and that's the first battle music you hear in the game and I was like oh no this is not a good sign the regular trainer battle is a much better theme the plasma grunt battle theme yes one of the better team rival themes in the whole series I love the team plasma theme I love ends ends battle theme I think is one of the best I don't know how you feel about it especially the final version of it when it gets in like the church organ and heads up and the final version is going hard the final version is really good but I've the rest that it's it's good but I wasn't in love with it there are other I think rival or you know final fight themes that are better I think of Cynthia but there's that initial bias there I think a lot of the scarlet and violet stuff that you get to do with some of the final fights in that game that I think the elite for the elite for battle scene air fights in this game I think or fight songs are also really good in this game like I like pretty much I most of the soundtrack I think is really really phenomenal I do I do agree there are some draw it's something I know

soundtrack is great across the board I think that's what I told you before when we were talking about this because we did talk about this a little bit before we began recording and I don't think any of the Pokemon soundtracks are necessarily perfect but this one is higher up on my personal list mm-hmm for sure like they they popped off with this one I wrote down the celestial tower I let that the song a lot that was really good yes but I think there this game commits I think a really big musical sin and that is that get us has a absolutely lame battle theme oh yes I think it actually kills the mood of that whole build up like you know we're talking about how great this final buildup is you climb the castle you battle end with these dragons get us comes in and reveals that haha I've done I am the puppet master and then his music is just like it was not the epic final battle that I was hoping to hear yes and I think some Pokemon fans are crazy yeah because I finally read some comments on like the YouTube section now cuz I at least had context and one person wrote this is literally the one winged angel of Pokemon get us is literally the embodiment of fear has a theme song that involves chanting his name a missing body part and he's the Pokemon equivalent of Sephiroth and I was like I don't know what you're on dude but this is a pretty lame song yeah it's very percussion heavy a lot of booming drums and stuff like that but there's no real oh it's like not this uptempo battle at all I didn't feel any sort of excitement I didn't feel the dread or fear that people are talking about you know I do like this chanting yes I do like the chanting with the like the choir or whatever the evil sounding choir that huh like that's cool but largely yes I do I do agree with you there's no real sort of there needs to be all good Pokemon fight themes I feel like have like an uptempo nature to them and there's like a sort of hype behind it and that's really not present with with that so yes in that sense that is kind of disappointing since it's the

final fight of the game the one thing I will one last thing I will say again
this is kind of runs in parallel to a lot of the other things we've been
talking about with this game especially when it comes to the art and stuff but I
miss just these like again with the jump to the 3ds does it sound the sound
quality changes you know and I'm not saying future Pokemon soundtracks have
been bad by any means but that's kind of like these sort of more chiptune II era
of Pokemon games here and huh again it started to kind of change from here on
out once we got to the 3ds and onward and I miss kind of the almost like
crunchiness to some of these songs from this era I don't know a lot of this is
just very much you know nostalgia and I realize we're not gonna stay in this
time period forever because technology will change and things will advance and
move forward but it is there is like a certain like comfort and appreciation
that I do have coming back to these games and hearing these old style
soundtracks like what we used to have on the DS and further back you know with
the Gameboy when we played fire red and leaf green I missed that stuff but a lot
of that's obviously just influenced and shaped by the fact that this is how we
grew up but there were more limitations back then and I always appreciated and
enjoyed seeing what developers and composers did within those hardware
limitations back in the day I think it prompted more creativity at times
compared to some of what we see nowadays they pushed the DS hard and it paid off
so they absolutely did we talked about this before just moving forward into
black and white - it'll be interesting to see our discussion with those games
because obviously we've done sequel episodes before in past seasons about
different series with that we've covered but this will be the first time we've
ever done it in the context of Pokemon so I'm very much looking forward to
seeing what our discussion looks like in the next episode and we maybe we won't
have as much to say well maybe we'll have a ton more to say so I'm excited

about that until then though max as always final question what do you think this games are these both of these games black and white what do you think their legacy is it's the end of the DS era and it's one of the better stories in Pokemon I think those are the two things that kind of really have stuck with this game throughout the decade that's what people talk about I think the most and that's I can see that now and I appreciate it and in a way that I couldn't before and the other thing is is they have a sequel and I think that will be more relevant when we talk about black and white - specifically but there's more to this generation than than we thought previously and or you know basically up until black and white - were announced the concept of a sequel was not really a thing for Pokemon it was always there's a third game you know that kind of refines everything and does more and this was like no we're making a sequel and we really haven't gotten that necessarily until you could never really had again in general I mean ultra the ultra games sort of ultra Sun and Moon aren't sequels they're necessarily it's that I guess that's the closest though yeah so yeah it's an interesting way and also these are the last 2d games yes and I 2d in the the battling I mean the the map is you know overhead 2d 3d whatever X&Y doesn't really make a ton of strides in terms of like the maneuvering around its world gain around its world it's in 3d and in quotes but it's still largely you know isometric viewpoint moving around and stuff like that so quite similar in that regard I mean yeah I mean you said what I was going to say is like this these games I mean the legacy currently is like these are the next games I mean maybe not legacy but these games haven't been remade yet you know so like I think that's a thing that people keep kind of in their heads now but beyond that yes like these are the this is a Pokemon duology here which is quite unique and it's why we're doing both of these games as part of our season like we talked at the start of the season about how black and white and

black and white 2 are the only games that we were going to do within the same region across the whole season just because we felt like it was important to play both of those and then all other instances we were going to play you know the remakes or the expanded versions of the games that are that existed and we were just going to choose one and go from there so yes the fact that these games have a sequel I think is a key part a lot of what you mentioned before you know final games on DS yes like these are the Pokemon games that have more of a story focus or stand out as having a larger a more memorable story I would say like again I can't really recall a lot of the other stories from some of these other games at least not the not anything other than the broad beats but just this game has a more central story push where all the different story elements kind of converge into a single moment at the end of the game which we talked about I think that's huge and they've never really never done anything like that again in the series and I just think it's this is this is definitely one of the most unique Pokemon games for a variety of different reasons and I'm curious again when we come back with our final episode of the season here with the sequels if we will still feel like there is unique stuff implemented in those games if they are just kind of a rehash under the guise of sequels you know like because this was from the era where they would release expanded versions of these games with emerald and platinum a year or so after the the standard versions release so are we going to feel like that it that it is nothing more than you know just expanded versions are we going to feel like those are wholly different games yeah yeah I'm looking forward to our discussion next time around to close out the season with those games yeah it's gonna be fun I'm looking forward to it I'll probably actually start the game here in and the next day or so so I'm eager to to play that and we probably will be playing together I gotta offload all of the

shiny Pokemon from the version of black truth that I that I bought at a local shop because it was somebody's old copy that had 350 hours logged on it and it has all kinds of legendary and shiny Pokemon that seemed to have been obtained quickly they seem to have been obtained legitimately like if I if I could tell it was just like a hacked or like cheated version of the game where they got all this stuff I wouldn't really care but the fact that I'm pretty sure this is all legitimately been acquired makes me want to like salvage or save this for the sake of a person who once played this game yeah so I'll have to do that lots of trading is in in store in my future here but after that's done then then we'll jump into black - Godspeed sir but with that I think that wraps it up for our discussion on Pokemon black I thank you so much for listening if you'd like to check out more you can go over to chapter select calm you could check out super chapter select for longer episodes exclusive content and all that jazz for just two and a half dollars a month or \$20 a year we'll get you that you can go to chapter select calm and check that out like Logan said we're getting ready to wrap up season six here but we've uh we've got season seven and eight down the in the sites with Metroid Prime and Castlevania so there's lots and lots going on forward here with chapter select so we hope that you'll join us along the way you can follow the show online at chapter select and you can find Logan over at comic book calm follow him on Twitter at more man 12 you can find my writing over at max frequency dotnet and I'm on Twitter as max Roberts 143 but I just I just post links to what I've written so max frequency dotnet supposed place to go for that stuff but until next time thank you all so much for listening and audios chapter select is a max frequency production chapter select is supported by you you can gain access to longer episodes and bonus content by going to chapter select comm forward slash join this episode was research produced and edited by me max Roberts season 6 is

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