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So, regarding this show, first off, thanks for holding off for however many months to play this.

Yeah, thanks for pausing your Resident Evil sprint for us.

No, well, I feel I was the slow one in the end that didn't was like, Oh, I'm, I'm behind.

So no, I was so nervous.

It evens out.

I was nervous.

I wasn't gonna be slow because of the baby.

I Yeah, I blazed through it because I was about to move and I was like, I just want to get this done because my whole life is in disarray.

I was like living with my parents for like in between apartments at the time.

And I was like, OK, I just want to knock this out before I have to move state lines because I went from Indy to I'm in Nashville now.

So that's like a recent development out there.

Yeah, it's been it's been nice so far.

I've only been here like two weeks, I think two weeks today, actually.

So it's been very recent.

What brought you there?

My job's office is here, but more than anything,

I just kind of wanted to move like no reason to keep staying where I was at. I'm not married or in a relationship or anything. I was just meeting my dog and I was like, you know, I

can just this is a good point in time to just up and do something new in my life where nothing's really holding me back. So that was natural kind of got put in my head because my my office is out here. So now I've got an office to go to which is nice and it's cool and we've We've got like a studio space and stuff like that so I can use that whenever I'm in there doing certain things.

But yeah, I just really just wanted to kind of go somewhere else to be honest.

Definitely.

I can understand that.

And Max, you, it looks like, was this, was it your office and now it's been commandeered.

That's the fear that I have, which is probably going to become, well, it won't, this room won't work as a baby room.

So I'm probably safe.

You might be safe, but behind me used to be all my retro HD consoles and my Sony 3D TV, actually.

Dude, those are getting valuable.

I see those at shows now.

You can kind of see it above the finger there.

The closet's a little scary.

And then over to my right was where the CRT is, which is also in that closet.

you can't see that. Okay, I've got the trinitron in there. Oh, trinitron. Nice. Is that your CRT behind you? Yeah. Or is it? It's, um, I got so lucky because I was got into it right, right as it was starting to get popular and I called like this, this like random business that did like TV installs for like, um, they did it for like news stations and stuff. And

I was like, this is a weird question, but do you have a PVM?

Like, yeah, we got one.

It's in great shape.

We'll sell it to you for \$200.

And everyone in my family thought I was a idiot.

They're like, why are you spending \$200 on this?

And now this TV is like \$500 broken on eBay.

Like that's how much the boom for the when did you get it?

How many years ago was it?

I was still at my old job.

It was either 20.

19 or 19 maybe? I've fought to keep my CRT around because it was in my parents' storage forever. And they're like, "Why do you have this?" I'm like, "It's the only way to play these old games like the proper way. Please don't throw it away." And then my wife graciously lets me keep it in the house. I had two other CRTs that I was nicely asked in a very firm way to dispose of now that I have this one. I was like, "Okay, I can abide by that."

Now I have a RetroTINK 5X as well. I want one of those so bad. But I heard they're doing a 4K one. He's working on it. I don't know how much that's going to cost, though.

Well, my justification is that they just re-released the final run of the Super NT. I was like, like I'm not gonna buy the super NT because I'm gonna buy a retro tank 4k when it comes out. You know, just well, you know, have you looked into the Mr project at all? Are you all physical all the way? I, I am interested in the Mr but I have invested so much in physical stuff that I feel it would, it would complicate my mind in a way because I've been enjoying playing stuff on actual media now. Yeah. So it's better to just not even entertain the question because then it will create conflicts in my head.

I am I super empty. I see all this stuff's on the desk.

Dude, you got to have it have it ready. You got to have the he's got a good setup there.

The pocket at the pocket. I want one of those two. And then the mister.

The misters behind the TV. I bought the mister before all the main boards that he attends chip shortage hit and prices skyrocketed so I got in right before that happened but it is it at least makes streaming and capturing just bar none the easiest

thing to do even if you like playing on physical media like I do I've got right

I think yeah I spent \$300 on a copy of Suikoden 2 this year so I'm that but

you know I sold I sold a copy of Xenoblade Chronicles 2 special edition

that I had, which for some reason was \$330. I was like, "I don't even like this game.

I got it on a price error at Target for \$60." I'm like, "I'll just swap that out."

The Mr. Suite though, and now the PlayStation Core is on it, and so it makes not having a modded PlayStation 1 and I don't... My PS1 collection is super small, so it's awesome,

man. I highly recommend it. That's what I've been collecting the last

few months and it's super fun. Okay, not to bullshit too much, but I do have a question

about the Pocket. Is the Pocket a good, now that they released the other course for it,

is that like an ideal, can it be like a switch for retro games where you play it on the go

and then dock it and then it works almost like a Super NT would only?

used yours more with the dock than I have. I've almost gone exclusively handheld with

it, which is funny because with my Switch, I almost go exclusively TV with it. So yeah,

the the cores and stuff now on the pocket now that it's opened up to other developers

and stuff. It's a Super Nintendo, it's a Genesis, all that stuff right in the pocket. And if

you get the dock, slap it in and it's the same thing. So it's like a handheld mister

with a ridiculously awesome screen attached to it. It's not as powerful as the Mr. Like

the PS one core couldn't run on this or the Dreamcast one. That's in work right now. But

any as Super Nintendo, those types of things all work on it. It's awesome. I told myself

that this year I would get a steam deck and not the pocket. And so maybe I don't know

Maybe when I get my bonus.

Maybe that will be my treat for myself. We'll see.

You could also, you know, the pocket won't show up till sometime next year. So, you know, that's true.

Do you have to pay for it up front?

Yeah, they do it. They pay. They have you pay up front.

Yeah, do they charge you \$30 to ship it like they did for the Super NT?

I could look at my receipt, but yeah, I think so. It's like UPS or something and they charge out the wazoo.

Yeah. Dang it. Alright, well, you've got my gears turning.

I know you've talked about it. I think I've heard you talked about it a bit some but are you happy with your steam deck purchase? Would you pull the trigger or if they're going to release a second revision? Would you wait at this point? Because this is like I feel like I'm in like a weird middle ground now.

So the steam deck for me is not really a necessary purchase at all since I don't leave the house very much.

Yeah, so I I've had the mindset that's like there will be phases where I use this thing a lot. And then there'll be phases where I don't use it very much at all. When I was playing Resident Evil four on it, it was great just because I would could play it either in bed or downstairs wherever when I went to my parents, I played it and then do the steam sink the cloud save sync with your PC for that. Awesome. Just because it just works.

So I'll go through phases where I use it a lot and then not very much the I don't like sometimes it doesn't feel like it's quite as powerful as I would want.

But it's also like, I don't I'm trying to be realistic about it.

Like the battery is already like you can run through the battery real fast.

Yeah, something that but dude, like I was when I first got I was playing Monster Hunter rise on it pretty consistently 60 FPS and was like, man, I would never want to play that on the switch ever now that I've seen like, yeah, so yeah, it's awesome. I don't the question I guess is how soon they're going to revise it. That's the question is that is it now that it's been out for what a year now? Is it a safe purchase? You know, I feel like if I just wait like another 12 months, they'll have something new coming and then I'm gonna be too late to buy this one and I'll just regret that I didn't wait because then that old one will drop in price. I mean, the whole thing. So yeah, yeah, I don't know.

I will say the main thing for me is just that I got I bought a switch OLED and I got this. And then when I bought this, I use it for a long time. And then the first time I use my switch OLED after I was like, Oh, man, the OLED screen on switches infinitely. And Dude, if they release an OLED model at some point of the Steam Deck, that would be that's probably what I feel like that's one of the natural like 1.5 upgrade they could do if they're going to release not a full blown Steam Deck 2, they can do something like that similar to like what Nintendo just did.

Yeah, that would be honestly even I wouldn't be surprised if someone eventually releases a OLED mod.

I'm sure it'd be really difficult to do.

But yeah, um, but yeah, it's a it's great, though.

I don't know. It's hard to say whether or not you should wait. That would be a tough call for me. Yeah, but I say wait. I'm in like I was in a I was in a similar boat. Like you said, you might get the pocket with your bonus. I'm if I get a bonus for Christmas just like what did I just toss that towards the steam deck? So yeah, yeah, exactly. That's a thought that has filled my head, but it's one that should probably leave quickly because I have like I'm about to cancel some pre orders for some other stuff because it's just too too much. Yeah, I will say that I do regret buying the maxed out version just because I don't think it was necessary. Yeah, I was gonna go with like the middle one I think is what I was looking at. Apparently the to upgrade the SSD is if you have some technical know how it's not that hard to upgrade the SSD. And then even then the test that people are doing with the SD card were not that different. Yeah. And getting an SD card is super cheap.

I wish I would have just spent 400 and got the base one, but

I'm an idiot about the big one

I probably would have bought the big one my brother-in-law bought the maxed out whatever and I saw it the other day at my in-laws

It's massive and I'm not confident about the button placement

I don't it's huge like you could kill someone with it. Yeah, it's definitely

Massive and these these back buttons are actually I was using them to play Resident Evil

Just like had this map to a so I could run without having yeah. Yeah. Yeah stuff like that. So smart. It's cool though

It's fun fun to mess around with I don't know at least like feel one at some point

I just haven't seen one. I think that would help me. I have only seen mine

I've never seen anyone out and about with one ever but

back in

2020 when I ordered my pocket shipping was eighteen dollars and sixty eight cents. So that's not as bad

I mean, I remember two years so it could be could be different. Yeah, it will probably be twice as much inflation

Inflation. Yeah, let's go

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 5. We are covering the Resident Evil franchise

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

Max how about after this podcast you take me back to your place and we have some overtime.
I

Oh as you started talking I didn't know where you were going with that and I was like

I thought he was gonna open up with the the the salesman like what you buy in and then he comes in here with the Ashley

jet ski line

Good job, sir. Good job. We can have some overtime later after the show promise

Okay, wait. No, that's not what he says

No, that's not what he says because Leon is not a pedophile. Thank you. Good job, Leon. Thank God

Yeah, it had been a while. I mean it'd been a while before since I had played this game

So when I heard that line at the end, I was like, wait a minute

Please tell me that this isn't going where I think it's going and then Leon's like no, thanks

I'm just here to kill the zombies and make out with my

Super spy girlfriend who's not really my girlfriend anyway Resident Evil 4 interesting game that we're going to talk about today

Very interesting game so on this episode

We will have a guest joining us Dustin Furman

The executive producer of last stand media is going to join us here in a moment to talk through Resident Evil 4 with us

but until then max let's do our

typical rundown of everything related to

Resident Evil 4 here as with every other game this season. It was developed and published by Capcom

except

The VR version which was made by armature

I invoke the VR version because max has played that version of the game and he's going to talk about it here on this episode

I think a bit

So we will we will bring it up a little bit, but it's not going to be the basis of our discussion by any means

It originally released on the GameCube later came to the ps2. It's come to everything. It's been on ps2 PC. We

mobile devices

PS3 360 PS4 Xbox one switch the VR versions on meta quest 2

It originally launched though on January 11th

2005 and then was later ported to all those other platforms over the past

Over 15 years the game director was Shinji Mikami once again

The producer was Hiro Yuki Kobayashi and the music this time around was done by Misao

Bogi or Sinbongi, I think it is

This game's Metacritic score overall as you would expect

Very very high it scored a 96 out of 100 on Metacritic making it one of the best reviewed games of all time

Resident Evil 4 has for the longest time been considered one of the best games of all time

And I think it's also been considered the best game in the Resident Evil series since it first released

That is the thing I've always heard about Resident Evil 4. It's the best Resident Evil game. It's never...

As someone who was coming into the series fairly fresh,

I always knew Resident Evil 4 was the peak or at least fans perceived it that way. Yes, that is what has...

They're all different and influential in their own ways, but Resident Evil 4 is the one that is always

mentioned the most by critics and fans and everybody and it is a greatly influential game and we're...

We're going to talk about all those things throughout this episode its influence whether or not it's still maybe the best Resident Evil game of the bunch and

Things like that, but to do that. Let's bring in our guest here Dustin Furman Dustin welcome to the show

Thanks for having me this exciting

I like being able to come on a show just to talk about like one game really deep dives

This is gonna be awesome. Yeah to give everybody some background

So you are with last and media which we mentioned up front

I reached out to you, so the time we're recording this is in October and November, the time this is publishing is months down the road, but I reached out to you in the summer because you were rapid fire playing through all the Resident Evil games, and I think you had just finished playing 3 and you mentioned that you were going to go to 4 soon and I hit you up and I was like, "Hey, would you want to do this with us instead and not play 4 right now?" and you were like, "Yeah, sure."

So thank you for being patient there.

Yeah, and then a week later on Sacred Symbols, it was like,

"I'm gonna take a break from Resident Evil."

I was like, "Ah, I know."

Well, honestly, I needed the break at that point.

Not that I was... I don't know.

It wasn't like Resident Evil 3 Remake was bad or anything like that,

but playing one, two, three in a row,

it's like, "Yeah, I think it's time to give it a little pause."

And so the pause was perfect.

It worked out great, so it was no problem at all for me.

Yeah, so we've all played Resident Evil 4 here in...

I guess what was Halloween month, it's now November, and I feel like that made a good,

I don't know, that was a good start to the month I guess for me. Broadly speaking though, let's

dive into our histories with the game. Dustin, we can start with you. I assume you have played

Resident Evil 4 before, but maybe I am wrong? What is kind of your own backstory with this game?

Well, this was the part of the show that I wasn't looking forward to embarrassing myself,

In that I realized because I couldn't remember if I'd ever finished this game and when I played it

I realized I definitely had not finished it or played it all the way through. I remember my first

experience with this game actually playing it was when the Wii version came out which I don't even

know what year that would have been. But I think that I think I played through most up until some

point in the castle section of the game on Wii and then I don't know, I'm trying to think, that

might have been junior high. It might have freaked me out a little too much. I was probably even a

wimp back then or something like that. So I realized I'd never finished this game before

and so going through and actually playing it, what's interesting when you have a game like

this that is so beloved and so well known throughout the industry and by fans and stuff

like that is that even though I hadn't played it all the way through I kind of knew like the

different sections and seeing like later on there's the enemy with the spikes that come out of him

I was like ah yeah I've seen that before and stuff like that so it was great to finally actually play

through all the way and see what this game's all about. I think what's funny is and Max you can

talk to this. Max has never played this game at all period. So you are you are not the most novice

player of Resident Evil 4 on this panel. Max I guess did you did you feel a similar way in that sense? Did you feel like you had an idea of a lot of what was coming around the corner in this game

because it's just been so ubiquitous for I don't know 15 years or more? No. All I knew about Resident Evil 4 before was one time a co-worker when I worked at Kmart in high school, they had me over at their place, he was like "You gotta try this game out." And I got through the village, he also tried this with Dark Souls and I just got stepped on by the giant creature at the start of that game. But in Resident Evil 4 I get to the village and the villagers just swarm you and the chainsaw man shows up, he's like "Isn't this great?" I'm like "This game's weird." And I didn't play it because I didn't own it. And then I always had heard of the Chainsaw guy.

I even knew about the Chainsaw GameCube controller, which I've only seen once in person. You know?

I remember that thing, dude.

I remember seeing that GameStop and being like, "What is this?"

It's so cool.

Like, "What is this?"

How do you even hold it?"

Could you just imagine playing Smash or anything with it?

It'd be awesome.

They need to do it again for the remake.

They really do.

Has someone beaten it with Dark Souls, played Dark Souls with the Chainsaw controller?

I feel like that has to be out there.

That has to be a thing.

If they can deal with the DK Bongo drums, they can do it with the chainsaw.

Definitely.

So I played just that part and then I knew you escorted the president's daughter around and I heard there was an island because I listened to original sound chat. They did an episode on

Resident Evil 4 and Banjo-Kazooie and they talk about the plot of the game a little bit.

But really, I had no idea. I didn't know there was a castle. I didn't know there was a tiny

Napoleon man, I didn't know there was a Las Plagas virus in your blood

Nothing man. All I knew was you were Leon and there's a village. Okay, so that makes me the most experienced person here and honestly

I've played this game once prior to us recording this I played this before

I've told my story on this season of the podcast already how I was

Playing through all of the games before Resident Evil 5 came out. That was kind of my introduction

To the series by the time I got to Resident Evil 4 in my series playthrough though. I was like alright

This is the one that's gonna be

Not necessarily good because I didn't dislike all the other ones previously

But it was the one that I thought was going to amp things up

And I remember thinking at the time that I was like

I don't know if that was as good as it was hyped up and now that I have played it again. I

Kind of feel the same way, and I guess maybe we can

segue this into our broad feelings on the game. I don't think this is a

bad video game by any means. In fact, it's pretty darn good.

It's not aged the best though, and I think that's something we can touch on a little bit more, especially

I mean, we're gonna naturally talk about the remake. It's hard to talk about this game nowadays without talking about the remake

that's gonna be out in what, five months or something like that? But yeah, this game I do not think is

All that good by modern standards and it's kind of harder to go back to than I thought it would be

I don't know if the same was true for either of you guys

I think you get used to how this game operates the longer that you play it

But first couple hours there were especially a little bit

Rough going back to especially because there's so many modern ports of the game too

like I thought those modern ports would have some quality of life improvements and that's just

Not the case. So

so

Before playing Resident Evil 4 on PS4 or on the PS5, I guess whatever

In June, I started playing it in VR. I just wanted to try VR and I had a quest too and so I played

Almost all of the game found out I was actually like one safe spot away from the final boss played the whole game

essentially in VR and then started playing the regular port and I think the first thing I text you Logan was

These controls suck. Yeah

Coming from fluidity of movement with an analog stick in VR where I can move and do whatever to tank controls just felt really bad.

And I would have thought a PS4 port of the game would have given it proper dual analog controls or something, but yeah.

I struggled definitely at the beginning of this game with kind of the crustiness of the age of it a little bit.

Well, what's funny about that too, I have to mention this, is when we did our Resident Evil 1 episode, Max,

We played the remake, the modern version of remake on PS4 and Xbox One, which does change

the control scheme. It doesn't do tank controls anymore. So Max has never done actual proper

tank controls in a Resident Evil game, and his first introduction to it was Resident Evil 4,

which I found funny because that's the one where it's probably least apparent or at least least

annoying because it's from a different perspective. So that was really funny to me to get that text

from you asking what the heck the controls were and how does this work. How do I run?

Why am I aiming and stopping? How does this work? It's funny hearing you talk about the getting used

to it because for me, and I think I told you guys a little bit in our discord chat before and in the weeks leading up is that when I started I started with mouse and keyboard because I thought this

will be the way to get the most precise aiming since I know the aiming is a little screwy, a little dated at this point. I don't know what is going on with the mouse keyboard controls this game maybe there's a mod to fix it but it's horrendous it's so bad. So I decided then I

thought maybe I'll go old school and check out the Wii version because a lot of people really like

the controls on that. And unfortunately it just, I don't know, I have a pretty small CRT and it is widescreen so it was like even smaller like there's no full screen version. And then I even

went as far to plugging in my Wii U and trying it on my 4K TV and it just it looked horrendous like

absolutely horrible and I thought okay I just need to you know what we're we're talking about this

game I'm not gonna get a GameCube and play it that way but I will try to do it

in a more authentic way so I played it either on Steam Deck or on PC with a

controller and I considered that HD mod which I think that we'll talk about

that at some point but I couldn't get it to work which usually I'm pretty good at

mod stuff like that but it consistently didn't work so I was like you know what

authentic experience no HD mods using the controller and yeah the aiming the

first few hours you're like man what what is happening here but it is a thing

that I think by the end you kind of I don't know if your brain adapts you just

kind of get used to it and I've always thought that well I'm not always thought

I've always heard that the controls were not as good as people remember and I've

always wondered with people that you know swear by this game and I think that

it is a good game for sure but I think there is some rose-tinted glasses

looking back, particularly in the control department.

I dabbled in the Wii version, just kind of to the village part, because I wanted to see

what the pointer controls were all about.

And I'm so... they were way better than, control-wise, than the DualSense or anything like that.

I was...

I wish I could have played with those controls, but in a prettier way, you know?

It just...

Right.

I don't understand how these modern HD ports haven't updated, at least control scheme. options or something because it just feels so stilted.

I wonder what the process would be like to add the motion controls from the Wii version to like a Switch version because the Switch does have those same elements in it that you could use with the Joy-Con and I'm, again, the ports they've made of this game over the years have been fairly lazy honestly.

Like even the PS4 version, it straight up doesn't have subtitles unless you are, unless it's not the English version. And then they put subtitles up and if it's in a different language, which is truly strange. I mean, I guess that makes sense. But it's still weird that there's just they did the subtitle work, but then they don't include it in the English release of the game. So like, yeah, the ports of this game over the years have been incredibly bad, which is funny, because again,

now they're remaking it. And so they're trying to rectify those things. But yeah, it is strange that that this game has continued to be so fond in the minds of many. Talking about the game itself a little less broadly, I did want to start naturally with the opening of the game because I think that's one of the best parts of the game overall is just slowly entering the village and those first couple hours even though you are trying to wrap your brain around the controls and that's kind of sticking out. I think the opening and just entering the village and first coming across the, what is it, the Las Plagas, the zombies or whatever, I'll just call them zombies the rest of the time because it's easy. Coming across all them and getting used to how the combat is going to work in this game. I think that is

very much one of the stronger aspects of Resident Evil 4 as a whole. I wish the rest of the game would have kept up some of the tonal elements that are seen there in the early hours because it is very eerie and it's very haunting in some ways. The later aspects of the game go more towards campiness at times, which I like because I feel like that's very much a core feature of the Resident Evil series as well, but I do like the way that this game gets off the ground and I wish it would have leaned into that a little bit more at times.

How did you guys feel about the opening? I feel like one of the best parts about the opening is getting reintroduced I guess to Leon and it's funny because what I was thinking about it maybe

I'm totally wrong about this but thinking about well this game came out in what year 2003 oh no

2005 okay, so 2005 that's kind of in the era where you have like emo is a thing and like

I don't know like sad boy type characters and Leon definitely kind of has a little bit of that that vibe

You know, he's been through this horrible incident now

He's you know in a foreign country and he's got like, you know, cool Jackie

Where's the blacks, you know outfit and stuff like that that jacket is still so cool. It is. Yeah, it's awesome

Definitely and I was what's funny about it and they're remaking it and now this kind of I

Just was thinking about like, okay

We have like emo Bruce Wayne now in the Batman the kind of like this like

Aesthetic coming back and like Leon totally fits that once again, and now they're like remaking it and I don't know. I

Don't I was trying to figure out like what is

Leon is probably of the Resident Evil games like the coolest character to me and I don't really know

What it is about him that makes him so cool

Like I don't know like he's not like a big tough guy like like Chris's but he's like very capable at the same time

And I don't know. He's super cool

he's

suave kind of like he just strolls in and shoots things around has

Cheesy cheesy one-liners gosh, you could probably fill a book with just his one-liners from the game. He just

Yeah, he just has a cool edge. He's he works for the president somehow we go from rookie cop day one in

Zombie outbreak town - I am the sole operator to save the president's daughter in Spain

Something happened between two and four. They're not sending in the seals. They're not sending in the mill

They're sending in Leon s Kennedy

Yeah, that adds to school the way he sits in the back of the car and the cops are talking to him and stuff

It's I'm too cool for you here. I'll help a dog and then he you know

He he rolls and leaps out of buildings and cool. It's just he just does cool things

Dude, it's the roundhouse kick like that that he just consistently and jumping out. Yeah, you mentioned the jumping out of windows

That was something that when I was replaying I was like, oh, yeah

He's like always jumping out of stuff kicking stuff and it's interesting to just comparing this to the previous Resident Evil games and it's weird because this Resident Evil 4 is

Clearly the one that fans love the most

but in some ways you can kind of view it as the the beginning of the dark times of

Resident Evil because absolutely. Yeah, this is when

the games primarily became an action games over

survival horror which there's still some of that in here, but

Yeah, it was weird. This was a turning point for the series. That was really good

But the two games after were too much in that turning point. I've one of the things I wrote down was what makes this a

Resident Evil game it kind of it lacks the

Be horror, I think to a certain degree and the obtuse puzzles. There's no really challenging puzzle in this game and

Zombies, I know Logan you said you're gonna calm zombies. It's not zombies

It's like a mind control parasite and there's bugs now invisible bugs

like we've traded zombies for and wolves for bugs and mind control and

We went way into action. And so what makes this

Resident Evil

Leon

Ada sort of they throw a lot of things out the window like that's I

Think the reason why people do like this game so much is because it kind of stands on its own

It's called the Resident Evil 4 but it really has nothing to do with the games that came before it

Umbrella's not a presence much at all

Wesker who is the ongoing bad guy is not in this game. I mean this game even takes place after

CoVeronica which has a lot of crazy narrative stuff going on and then it just

Tables all of that until Resident Evil 5 so like there's a ton of lingering plot threads

That they could have poked at here in Resident Evil 4 that they just blatantly chose not to

and I think that's one thing that

Helps the game stand out and one thing that makes it still feel easy to go back to is that it doesn't have this

Lore backstory that you need to know other than just oh, here's this guy Leon

He's yeah, he's from the previous games, but there's not much you need to really know about him that being said

I do think it is very funny, and you mentioned it that they decide to table all of this

Backstory and lore from the previous Resident Evil games, and they're like well. Let's start over

What is the core of this game that we can make it about let's make it?

Leon saving the president's daughter. It's just the most outlandish thing

they could have come up with and obviously that leads to other things and there's new villains that show up and

new viruses and stuff but it is it is funny that they chose not to go off and

use an offshoot of one of the previous games some of the narrative threads that may have been placed there and they just kind of

go in a completely different direction and

Obviously they tie it all back in later on

I wanted to talk about some of the other characters with you guys outside of Leon though. We've got Ada as the big returning character in this game from the previous installments which I don't know how much we have... I don't have a lot to say about her personally. I guess specifically I wanted to hone in on the villains though because I think one of this game's rough spots when it does come to the story and characters is the villains. The antagonists are far weaker in this game than I feel like I remembered. I like Like Salazar because he again is so outlandish and absurd of a character and I was greatly interested in seeing how they would go about implementing him in a remake and they kind of teased him in the most recent trailer for the game that I think we saw about a week ago so that was fun.

But yeah, this Napoleon looking little boy is one of the big villains of the game and he's probably the most, I guess the final villain, I can't remember his name, the final boss of the game.

I don't know if either of you guys

It's he's he's throughout the entire game, but I feel like Salazar has the greatest presence Sadler sad sad. That's right

Yeah, I feel like he had Salazar has the greatest presence throughout the game

He's the one that I feel like the game centers around the most more often than not

Yeah, I don't know there. I'd say there's what three or four main villains. They're Sadler. They're Salazar. There's uh

What's his former partner the tall guy? Yeah Mendes and then what's his former partner's name Krauser?

Krauser those are about the four main bad guys in the game. We're how's our come from that's a good question

maybe we can Krauser was made up for this game right because

Yeah, look straight up like a Volgin from Metal Gear Solid 3

I was I was like and this came out after Metal Gear Solid 3 just saying you know

It's like I'm getting major Volgin vibes from this guy

I didn't know if I was supposed to know him because he knows Ada and Wesker

But I don't really has a back story with Leon

So it just felt like they made up which I mean is fine make a backstory and stuff for your characters

But it did it felt like I should know him and I had no idea

Well, he comes about so late to his inclusion is I think he arrives like near the end of the four

There's five chapters in the game and I think he doesn't show up until like the end of the fourth

I want to say and they're just they yeah, they just present him as this person

You're supposed to know from Leon's past and you really

don't and then some of his moments in the game like I think of the

The big QTE sequence which happens which is not

Thrilling by any means and that's like one of the only boss fights that you really have a big

QTE

Section with I don't know what did you guys have any strong or?

positive or negative feelings about the

antagonists in the game because I really felt that they were

Quite flat especially compared to some of the other villains in the previous resident games

Which I think is more often than not a strength of the series

One of the things about Sadler that kind of took me out of it was I'm pretty sure that guy is one of the main

voices in Skyrim

He sounds exactly like all the notes you're talking Skyrim

Yeah, and I was like taking arrow to the knee like that's seriously when I heard him talk like it made me laugh for a second

"Oh, it's that guy!" Something about the villains, it's weird. Like, there's the... I thought that the coolest villain, which I also can't remember his name, is the guy that's the leader of the village.

Like, the guy in the big trench coat from the beginning that injects you with the

the parasite. I thought he was cool and then he, once you're done with the village, he's kind of out. Like, you take him out. It's almost like, I guess, each section, I guess, would have its own villain with the Napoleon guy being the the villain of the castle area and then ending with Sadler and the QTE fight that you were mentioning. But yeah, the thing about Ada too, and I think

what was funny about this game overall is that I played through it all and then earlier today I watched like one of those recap videos with all the the story and stuff and I was like, man, How did I not I don't know if there were certain things I didn't pick up and read

But the way they connected some of the stuff like Oh Ada's working for this person. They're trying to get the virus

She well, she's working for Wesker

They're trying to get the they're trying to get all the viruses for resident

Which is then led into resident evil 5 and stuff like that, but it's weird because this game it's not like

It's very upfront with its story. It has cutscenes

it's not cryptic or anything, but a lot of the lore details are hidden behind

Notes and stuff listed like beside like a checkpoint or save point or something like that

It was weird just because I felt like some of this stuff is really interesting and I wish that it was integrated into the story in a more

meaningful way than reading a piece of paper, but that's not really anything new I guess for Resident Evil like thinking about

Prisonable village a lot of the lore at the end is connected through stuff that you read

Yeah, I thought that was kind of interesting and they did the same thing in seven - there's like a little lab you go through

In the mines and seven right suddenly

Everything's connected to umbrella. I've you know out of nowhere, which was the point I guess in seven

Did either of you play the Ada mission stuff?

separate ways and something else I forget the other name of it I

Dabbled I did not I've been meaning to but I just have not had

time. I thought that was kind of interesting that they add that stuff later she doesn't really play any different it's the same thing she's just an Aida skin so I wonder if some of the lore stuff is I didn't finish it but I wonder if some of that's explored there as well possibly I'm not quite sure. Yeah and one of those offshoots I know I think it's the shorter one of the two there's one that takes about I want to say like 30 minutes to be in run through and it's more of like a gauntlet style mission where you've just got a bunch of foes coming at you at once and you got to get through them all.

Is that Mercenaries?

Uh, I don't think it's Mercenaries. It's one of the... it might be the Ada's mission. Because there's one, I think Separate Ways is the one that's like a full new chapter of the game. And then there is Ada's mission which I think is like her trying to escape the island and exfiltrate. And I believe when you get to the end of that one she hops on a helicopter. There's a brief cutscene of her talking to Wesker and so Wesker does make an appearance in this game.

Somewhat briefly and that kind of sets the stage for Resident Evil 5.

So there is some larger storytelling threads that do

Come up in this game. But yeah, they're hidden away in some

Fascinating ways like it's like they were trying to be very intentional with making this game feel like its own thing.

Did you play Separate Ways by chance Max?

According to the Wikipedia page, that is the larger edition. I played two chapters of that.

So that had me going through the village area again, kind of go down and you kind of see what's happening to Leon and Luis while Ada's running around doing whatever Ada does. So I didn't finish it, but I got to play a little bit. It's interesting. It's more challenging, I think, which makes sense. It's an add-on for you're supposed to play after you play the game so you should be pretty familiar with it at that point. It's cool to play as Ada, you know, it makes sense. I like the inclusion of the DLC and stuff there, which

I think five and six also have DLC if the boxes and stuff are anything to indicate that.

So I'm noticing that Resident Evil has a history of adding one-off stories in DLC

and stuff, because you talked Logan about in seven how there's the whole thing in

the mines with Chris and that explains what happens to Jason the son whatever

his name was. No it's not Jason it's uh I can't remember but yeah Lucas is his name.

Lucas so Lucas Baker it's interesting it was cool but it wasn't compelling enough

for me to keep playing it I guess I should say because I felt like I had had

enough at that point. I mean speaking more directly to the remake it is one of

those things that I wonder if Capcom is going to look to remake as well like the

Ada campaign and the the secondary modes that were part of this game because that is something that they did in

the Resident Evil 2 remake they brought back the

mission with tofu and

What's the other person's name? Huh? Is it hunk? I think

That's sort of that sort of gauntlet style mission where you're trying to get out of Raccoon City and you're killing all the zombies

That are in your way. They remade some of those. I'm wondering if they'll do the same

Thing with the Ada campaigns here possibly they did not remake them for the VR version

So they didn't okay. Well armature did not so I mean it's all it's possible that they could

maybe

That's what the PS VR 2 part of Resident Evil 4 is because they've teased

Something is happening there. So maybe there's

An 8 of that Ada stuff is the VR part a smaller scope without being the whole game in VR

I don't know if there's any

contractual issues there. I don't know if the gamers would like that. I feel like they're

going to want to look at Ada while they play the game.

Mm-hmm.

No, yeah, that's especially with the dress and everything. I've, yeah, I'm sure people

would complain about that. I've already seen complaints about how she, you know, looks like Ada. So.

While we're talking about characters a little bit, I did want to, Max, I think you mentioned and Louise. We've not talked about Louise and Ashley too much, who I feel like are the two other main protagonists of the game. And I guess Hunnigan 2 is sort of there, and then she's not there, and then she comes back in at the eleventh hour. Ashley, I feel like, gets a lot of hate in this game, and she is pretty darn annoying, but I didn't find her to be that bad throughout this game. Since she's supposed to be a kid, I feel like most of how she's written and acts in the game would be the actions of an annoying, what like, president daughter?

16 year old?

Yeah, a wealthy 16 year old teenage brat who's put into this situation.

And it is hammed up a bit, but I didn't think it was too over the top.

If I do have a bone to pick with any character though, it would be Luis.

I feel like he just kind of doesn't serve much of a purpose and then is unceremoniously killed kind of out of nowhere.

I think a lot of the cool lore backstory stuff that Dustin's talking about, Luis's whole backstory is told in memos.

How he's in there like figuring out, I wish that was explored a bit more.

He has some relationship with Ada.

I think that's actually where I stopped in separate ways as they meet outside of that barn when all the villagers rush you in there.

So he kind of is just a weird,

crazy man who hits on women and then all of the sudden dies with the giant with the giant insect thing through his chest. So I feel like there's more potential to explore Kim, but he's just kind of there. What's funny about Ashley is that so in the end there's the part I'm trying to remember she like basically straight up hits on Leon,

which she kind of does throughout the game. I'm like this is weird. And I looked it up apparent according to the Capcom fandom. It says she's 20 years old, but I'm wondering if that's

one of those situations where afterwards like oh yeah yeah she's 20 she's 20 i don't know about that

but i i expected actually yeah i expected it to be way more annoying also just because you that's one of the things about this game is you hear about like oh taking care of ashley so annoying i think in um uh when they were making bioshock infinite ken laveen talked about ashley

being like an inspiration for Elizabeth Elizabeth but they wanted specifically

her to not be annoying that instead of having to protect her she helps you out

so I expected it to be way worse because of hearing things like that and then overall I

mean yeah she can be annoying but for the most part they seem to do a good job where you can

like she can hide in a box if during like an intense combat part and then if she gets picked up or something you can pretty easily get her back. But I do feel though, despite that, there would be the sections where you would play and she would follow you around.

Anytime she got taken away, I was like, Oh, thank you. Like, I just don't even want to think about it. Like, I get what the intent was, but it I think ultimately is more annoying than than fun to have her around.

Yeah, she, it never felt like an escort mission. I guess they designed at least that part of it where I didn't feel like I was telling her to follow or stop too much and when I

did it was just stop at the bottom of these stairs while I go deal with stuff and then

I'll come back and tell you to come follow me. So I think they did a good job of having her stick to you fairly well and not be too annoying in that regard. She's mostly annoying I guess in the scenarios where she is being kidnapped or in she's gotta go spin the lever or lift the lever where she's stuck down below and you have to snipe to save her.

But that's just gameplay scenarios, not so much the moment to moment with her following you around.

So the thing about Ashley and Leon, I guess, is they're both infected with the Las Plagas, but that never feels like a threat at all.

They cough blood once, but there's this pressure of if you don't do it, you'll turn into a mind controlled thing. And I guess Ashley is mind controlled by Sadler there for a moment at the end, but this plot thread of you will turn into one of the villagers didn't feel like it had any weight to it. And so it kind of removed, I think some tension there, especially with the whole plot being we're going to infect the daughter, ship her back to the United States and then control the president.

That's such a good, that's such a good idea.

Like, oh yeah, we'll just kidnap the president's daughter and no one will think anything about it and we'll ship her right back and yeah, no one will think twice about what we did in that in between time.

Yeah.

I didn't, I don't think she's, I didn't think of her as an escort mission either.

And I think a lot of that is because you can tell her to hide in certain places and then call you can call her from anywhere on the given map or level or whatever where you're at which I think is really nice because a lot of games from that area you have to go like physically approach the person that you are escorting and like do a manual prompt right when you're right next to them. It's kind of like a horse in Breath of the Wild like you whistle and it just shows up like yes not to say Ashley's a horse but she those mechanics at least are on the appealing side instead of being too fetch questy.

Yeah I didn't find it to be that cumbersome to be honest. I do agree with you though with what you were saying about her and Leon and how there never feels to be any sort of stress within the story of the game. I mean it's beat over your head a lot that oh Leon's infected and so is Ashley and you have to you're racing against the clock but there never feels like there's any sort of stakes in that regard and instead you're more preoccupied with just fighting off the

enemies that are directly in front of you and facing giant trolls and fish monsters and whatever the heck else you run across on this island or I guess not an island but wherever country.

Could be the island part of it.

This hidden part of Spain.

It looks like the remake is, I feel like everything we talk about here I'm gonna naturally like point to the remake and say oh what if we do this in this game.

It is very hard not to. I feel like the remake, that's one of the things they could do in the game that could make it...

that could make its storyline a little bit more compelling is to lean into those moments where they're...

where they are... or show just how they are infected

not... maybe through gameplay. I don't know what that would look like.

I guess I don't want like a Far Cry 2 situation where you're trying to pop pills every two seconds and your

vision's getting blurry and stuff. But yeah, there's probably some interesting gameplay things that... and story things

they could do in the remake with that idea and I think it is one of the more interesting aspects of the game's story but it's just it's just kind of there and they don't ever do anything with it.

And so yeah I would love to see that changed in the future. Before we get, there's a lot of like mechanical things I want to talk about with this game and a lot of things that I think are very influential and some core Resident Evil staples. We'll get to that in a second though. I do want to

talk about the various areas in the game and kind of how the game is segmented.

And we've talked about the opening village that makes up the first chapter or so of the game and then there's the lake and the castle and you get the final island that you're on and stuff like that.

I guess just broadly what was your guys' favorite part of the game?

Did you have any favorite area, any least favorite area and how did you feel like the

flowed from one space to the next because if there is any one thing I do want to give this game a lot of credit for it's that its pacing is pretty stellar. Like this game keeps things going. I never ever felt like there was a lull at any point in this game. Max is shaking your head and so I would love to hear what you think the lull is in the game. Or the castle is too long. No but that's the best part of the game I think. It's too long. Well it's that or drop the island. It's too long. The castle is, it's a long stretch and I don't know, I just didn't want to be in there anymore after a while.

You didn't like Salazar? You didn't like talking to him on your Metal Gear Codex which is just a blatant ripoff?

Yes, it was, I did write that down. I said when did we get Metal Gear Solid vibes with the calls. I just think the castle's too long. Like you get Ashley and you hide in the castle and then the flow was move through the castle, then you're separated from her, then Louise dies, you're finding your way to Ashley, you get her back, you play as Ashley for a little bit, you run through, there's the sewers with the bugs, then there's the sewers again with the second in command and then the tower at the this castle just never stops and there's a rail car or whatever you call it with it's just there's a lot of parts that make up a castle and I just kind of felt like we did the castle thing pretty good and it just didn't stop and if that kills the pacing I think for me especially if we're gonna keep bouncing around in some ways I feel like I can agree that the castle at some points I feel like does feel a little long but I do feel like the castle feels the most traditional Resident Evil part of the game and I think for me I think that's what makes it my favorite part is just the different environments the creepy paintings I think the enemies with the hoods and stuff like that are really cool in the castle. It's the thing that was it's been interesting in playing through all the Resident Evil games and I've played Seven and I played Village is that they all seem to have like a similar final act problem where you're in some kind of dingy lab. Less so on Village but like or some kind of dingy more industrial environment that just gets

old way quicker than the other environments like the island. I don't know. It's not even that it's that hard to navigate. There's like the one section where you kind of have to backtrace in order to get the different key cards and stuff but I just from a visual perspective I thought that the island was the the least interesting part the and I think that again gravitating to talking about the remake again is that I think that that's one I'm gonna be probably one of the ways that they can really improve on this game overall is that this game is already set up for the new I guess comparing it to village it can be set up kind of in the same way as Village where there's the castle part, there's the dollhouse, there's the section at the end, and they're kind of all like these, I don't want to say miniature open worlds, but miniature levels with each containing puzzles and separate enemies and stuff like that. There's like, it's easily expand upon where you can do like a Village section that has more puzzles, more enemies, whatever, and then moving on to the castle where you can have tons more puzzles and stuff like that. And more, I guess the main thing that would make this game more Resident Evil like is getting items and unlocking different areas kind of like that Metroidvania style aspect where you can unlock and backtrace throughout the castle. I think that's one of the most interesting aspects that they can improve on for that remake.

Yeah, the castle was my favorite for a lot of the same reasons you said Dustin. It felt inherently Resident Evil. I think that I think a lot of the horror vibes like I mentioned we're up front with the village. And then those sort of drop in the castle, but it then becomes more Resident Evil in terms of like iconography and stuff like that with the setting that you're in. And you mentioned the people in, I guess the hooded robed people aren't necessarily classic Resident Evil per se, because the games up until this point had largely just been in Raccoon City, but it feels very much part of this world at the same time and it feels entrenched within what Resident Evil is and so it feels it's like the coziest part of the game to me and yes I think it does take a

long time to get through max but I guess conversely like I it's the part of the game I like the most I'm fine with it being a little bit longer also I will say I think it does a good job of mixing up the spaces that you're in within the castle like you gave a rundown of everything that happens from start to finish within the castle. I mean I don't think you can deny that there's at least a ton of variety over that span of time. Like it's not just castle corridors that you're running through and killing enemies mindlessly. Like they're constantly putting new things in front of you and I do like the backtracking aspects of it because it kind of keeps you thinking about well I can't access this over here, how am I going to do that later? And the game is for the most part pretty linear so you are going to come across every offshoot path on your own throughout the course of the game. So in that regard there's really nothing, there's really no like discoverability in the game. There's really nothing that you need to do that the game isn't going to do for you as long as you play it to completion which is again one thing that I think they could improve on in the remake. But yeah the castle is the area that I like the most and conversely the part that I dislike the most is the island, similar to Dustin. I think the reason I don't like that is because it just feels like it's... the game is very much bottlenecking towards the end and so they need to... they need to condense some things down but at the same time then they introduce Krauser who feels totally out of place and there's an entire boss fight there with him. And I actually like that fight, not the QTE one but the one where he's sniping you and you have to run up the tower and stuff and then you fight him up on the deck. I think a pretty fun fight overall. It's one of the better boss fights in the game and we can talk about bosses here in a bit. That's one thing I want to do. Other than that though, I think the other thing about the island that I really dislike and that stands out to me a lot is the sequence with the helicopter. That feels totally not Resident Evil at all. That's the action over the top part. Yeah. It's just I don't even know why you have to fight your way through. It feels like you should just walk through to the end because the helicopter just kills pretty much

everyone in front of you. It was whatever and then it just blows up unceremoniously at the end. Yes, dude that's a good part though because that's one of my favorite parts where the helicopter blows up and Leon's like "Mike!"

I will say about the island, at least the start of the island is scary again.

When you don't know how to kill the regenerators and you're in this lab and you have to figure out your way through it and you need key cards, that feels Resident Evil to me. And then they give you a thermal scope and the regenerators are not a problem at all. I will say though, when I played that the first time in VR, I did not get the thermal scope. I just never opened that box so I couldn't kill regenerators and so I was actually very scared of them each time they showed up so I do appreciate at least them dabbling back with the horror after such a long actiony portion of the game I mean there's even an offshoot in the castle where you do like fight things in a lava room like there's just a lava room in the castle so I like going back to horror but it quickly goes back to the action with the helicopter and the fights and all that stuff. So I like the scary stuff. The labs are another thing, another part of that island section, but it does feel intrinsically Resident Evil. Anytime there's a lab section in any of these games I feel like it's just, it has to happen. Like it's part of a Resident Evil quota that Capcom puts in place or something. Like, "Oh, we gotta put a laboratory section in place so we can explain where all these zombies and mutants and monsters came from. So that part of the game I did enjoy but once it gets more to the helicopter type stuff wasn't my favorite. I do want to give a shout out to the lake section though because it feels wholly unique compared to everything else. Like the village stuff I think there's similar vibes you can get in other games. The lake I feel like is the most different part of this game for both better and worse because this is also the section where you get trolls coming and attacking you which doesn't make a whole lot of sense but

you know sure but there's also a giant alligator fish thing yes and you got to

throw the hooks at it giant spears at it or whatever and at this point in

Resident Evil giant monsters really weren't a thing outside of Nemesis right

uh like yeah most art for the most part I believe

I can't remember what's in Code Veronica, honestly, so...

Well, I haven't played that one yet. That's coming up.

Me neither.

Yeah, I don't know, did you guys have anything to say about the lake in particular that stood out, other than maybe the bosses and stuff like that that are at this point?

I will say that I do appreciate that

Speaking about the lake and some of the different bosses or I guess almost just sections that this game does do

creative things here and there that I I some like specifically thinking about either the

The the battle with the the fish monster in the lake

Whatever that thing is is is kind of an interesting thing that you don't do anything like that in the rest of the game

The part when you're held up in the house

Taking on this one, you know the hordes of enemies first, you know minutes at a time

Yeah, and then there's the minecart section

All of those are really interesting ideas and I'm glad they're in the game some of them particularly the minecart one

I was getting really frustrated with I was like, this is cool

It's if we're gonna do action stuff it might as well be stupid and over-the-top

But I would man I was just getting so frustrated with that part

Like I think I had to do that part like three or four different times. I had to do that with the house

I just couldn't get through the swarming of enemies. I was watching your VR stream when you were doing them

Because you were streaming yourself playing that and you were getting your butt kicked

I was getting my teeth kicked in by those zombies in that house. It was rough. I will say though VR Bo

Awesome, if you're if you don't get motion sick

Throwing shooting the spear gun at the giant fish thing is awesome in VR. So I definitely recommend that part of the game. There's one

Thing I feel like it kind of fits here with the world because he's everywhere. We haven't talked about the shopkeeper. Oh

Yeah, yeah

Guys, what are you buying?

Well this kind of segues well because I was going to I wanted to start talking about the weapons and and also the inventory management

System so it's there you go. Thank you for setting me up. I got some rare things on sale stranger

Yeah, the I think it's funny that the shopkeeper is honestly the most iconic character from this game other than Leon I

mean more so than Ashley even I would say is the shopkeeper and

It's because he just stands out like a sore thumb in many ways

He's just he is that he is the video game aspect of this video game. It just makes no sense there's just this guy wandering around and

We're not even gonna try to explain it. He's just there. There's not a whole lot

You can say about him other than his voice lines or choice the remake. I pretty sure they changed his voice

I don't know what the heck is up with that

Really it really bothers me

I think that's gonna bother me a lot when I play that game because whoever did the original vo for

The shopkeeper in this game did an immaculate job and they want to give them massive props whoever they are

I didn't look up their name before we did this. But yeah, the shopkeeper is great

Awesome

Yeah, I like to that. He just straight up is like yeah, I got a shooting range in this castle. Yeah, I didn't bring that up

Either like five or six of them scattered around. I think dude. I think he's great and it's one of those things to

where

you know we're talking about camp and in Resident Evil and I feel like

The the shopkeeper especially in this game is like just the perfect

Amount of that because it's one of those at the end of the game

I wasn't like, ah, man, we never found out the backstory behind the shopkeeper, but I kind of like that

He has this mystique. He's got this big trench coat

You're like wondering like what is he about to do? He pulls it open like who is this guy?

But yeah, he's just this guy. He's just trying to make a dollar or two. He's just you know small businessman

making his way in

somewhere in Spain

So yeah, he's great. You gotta support local businesses during this recession that we're in

You do. The voice actor is none other than Paul Mercer, Mercier, who's also the voice of Leon.

Okay!

It's Leon.

Really? Oh yeah, I'm seeing that right now.

What?

But Leon is the merchant. Okay, alright.

Well then you would think that they would be able to get him back for the remake. I mean, unless I am wrong, I'm pretty sure the voice has changed.

It sounded different in the trailer.

It very much sounded different. I don't think they've released the cast list yet for the remake but just hearing him in the trailer his accent sounded different.

Over here stranger.

Over here stranger.

I do like not only his VO and those types of things but I like what he represents in the game.

When you see the merchant you know you're safe.

There may not be a save spot, but nothing will come hurt you while you're at the merchant.

That is something they could play with in the remake and subvert expectations that way.

Maybe have something attack you at one of them. Almost like in Last of Us Part 2 when you go to

one of the workbenches and all of a sudden you're assaulted by wolves. But the merchant represents

safety and some sort of reprieve, but not enough because you can only buy one spray can of health

And if you have one already, he won't sell you another one. He doesn't sell ammo, despite having boxes of ammo behind him at some of his shops. And he'll sell you guns and upgrades and things like that. But, you know, piecemeal as you go and then he'll sell you a more powerful gun than you're deciding, "Do I sell the gun I have now?" That's the whole thing. So I do like what he represents mechanically as well within the game.

Well speaking of those mechanics I think that's honestly the most influential aspect of this game is just the gun upgrade system and the inventory management because I think Resident Evil 4's specific style of inventory management has gone on to become infamous in its own right so much so that I know there are separate games dedicated to just like inventory management

simulator I think is a game on Steam where it is just literally the inventory system from Resident Evil 4 as its own game. So people really like how the inventory system is set up in this game and I think it still works quite well. There were multiple times during my playthrough where I thought, "Oh shoot, I can't pick this up and I'm going to have to put it down on the ground." And then I just finagle some things around real fast and all of a sudden, boom, I've got more room in my inventory than I expected. That is something

that still feels wholly fresh in this game, I believe, even though it's almost two decades old. And as far as the gun upgrades and the various weapons and how you can upgrade them, it's a very straightforward system but I really do feel like it's something that we hadn't seen much before until it came about and then it was duped by so many games afterward throughout

the 360 and PS3 era in particular that I'm thinking about. And even nowadays, a lot of games still do this sort of upgrade system within their games and I don't know if Resident before necessarily created it. I don't think it was probably the first. Maybe I'm wrong about that but it definitely popularized it and I think it's largely stood the test of time and it doesn't take, I like picking up coins throughout the entire game too. It's good that you are killing things left and right in this game. There's some sort of immediate gratification most of the time when you do kill something that you can just pick up a little something here and there and you know that you're building up your wealth so the next time you do see the shopkeeper you've got some money to blow. How'd you guys feel about those elements of the game in particular? I feel like in connection to that just overall the economy of the game as far as like how much money you're pulling in is never like it's enough that you feel like every time you see the shopkeeper it's like okay I'm definitely going to be able to at least buy a new weapon or at least upgrade something But it's never, you're never swimming in cash in this game.

And that's like the nice balance is that like by the end, you know, it's, it's interesting to thinking about the weapons just because with the inventory, you have to be very selective about which weapons you choose to use because you just simply cannot hold all of them at once.

And so for me, it was interesting just thinking about like, just like, what, four different pistols in this game.

So I did cheat a little bit and look online and be like, okay

what is actually like it tells you the differences but it's like do one of these suck like I don't want to

Necessarily sell what I have in order to get this gun. That's that's not very good or something like that. But I do as

That that little bit of of tension of figuring out like okay

Uh do if I buy this weapon then I won't have the room

Should I wait to buy that weapon until I have a bigger case?

stuff like that, which it's interesting just because it does tie into traditional Resident Evil, which is about a lot of inventory management stuff, just kind of in a new, unique way. And I'm really glad seeing that they're continuing that on for the remake as well. I think about the inventory specifically, that's one thing, another thing that I had always heard about in Resident Evil even though I hadn't played it. The inventory system is dope, I love it, it's the best, bring it back. Now I don't know if it does leave in 5 and 6, 7 has a taste of it, you don't get to control the orientation of items below, they automatically flip and flop. But I do know that when Village came out, people were stoked that the inventory system is very similar to Resident Evil 4. So I do know that's a big deal and I like it. I like moving and organizing things. Who doesn't? I could totally see a simulator game being something on Steam that people like. If a power washing game can become one of the top games on Game Pass, I'm sure there's an organization simulator out there for moving items in a case. This feels like, and I've heard it discussed as such, but could be wrong with time and all that stuff.

But this feels like the start of a lot of modern conventions in third person action shooting games.

It, not only that perspective and just shooting over the shoulder and all that stuff.

Look at every major single player first party game now.

If you just look at Sony, it's, The God of War, The Last of Us, Ghost of Zeus, you know, it's all behind you over the shoulder stuff.

Inventory management, that's a huge deal in a lot of games, maybe not as intricate and sometimes gets a little bloated in other games, but it's It kind of made it popular made it this brought it all to the forefront and made it the modern standard I feel like

One thing I wanted to hone in on with this specifically was what you said Dustin about how

You were trying to decide which guns to get and which ones not to get how did you guys eventually?

I decided to play through the game because I guess for me specifically

Once I got like halfway through the game

I realized I had been

Upgrading a lot of guns that I had had on me for a bit and I just decided to see through those upgrades fully rather

Than because when you buy a new

shotgun you don't want to you in

Turn you're going to get rid of the one that you've been carrying with you because you don't want to carry two shotguns with you

It's kind of a huge waste

So you're only going to carry one pistol with you at a time one shotgun with you maybe the Magnum and then?

RPG or something like that if you can carry it or a machine gun

Personally, I got about halfway through the game and I just decided to see through my upgrades for a lot of the guns

I did have on me even though the game was then dangling

Stronger weapons in front of me which I didn't know if they would be stronger or weaker kind of like I didn't do what you

Did does so much was look them up and figure out. Oh is this one going to be really stronger?

I just knew I had enough money

It was like a sunk cost fallacy like all right if I report so much money into this

I know I could sell it and get some of that money back, but I don't want to do that.

I just kind of want to finish upgrading this thing out and see how it turns out.

What did you guys do there? I'm curious. Anytime the shop gave a new shotgun or pistol or machine

gun or whatever for you to buy, did you always buy that new one and then dump the old one thinking

that it would inevitably end up being better? Or how did you go about that?

I immediately sold the old.

Did you?

Because, especially I realized this late game with the Magnum in particular, because you get that fairly late anyway, but they introduced another one, I think it's called the Killer 7, which is funny because that was one of the Capcom 5.

But it had like a hit of like 25 points, and one point is one shot from a regular pistol.

And the magnum that I had pretty much mostly maxed out was at like 17.

So it was already better and then it can go up to 35.

So I would just sell it and I realized that you got some of the money back.

The more you invested, the more the gun would sell for.

Not that you get all your money back.

But just kept it upgraded.

The only weapon I didn't care for was the mine launcher.

I bought that and then sold it a few shopkeepers later.

I didn't care for that at all.

But I always had the pistol, the submachine gun, a shotgun, a rifle, a magnum, and then an RPG.

So I had everything.

You were maxed out there with weapons, geez.

I was never hurting for a weapon.

Initially I was gonna keep the initial handgun for the same reason as you Logan, where I was like, "Man, I've invested so much in this that surely it'll be, because of my investment, it will be better."

But one of the nice things is that it does give you the actual stats and kind of like what Max was saying.

I was like, well, it's kind of stupid for me to not now that I'm looking at the stats specifically on the pistol.

But I did see with the shotgun in particular, like, I'm pretty sure that each one of them are each like there's the regular shotgun, the riot gun and then the striker.

Right?

Yeah.

Yeah.

Each of them are slightly different in how they shoot or at least between the striker and the riot gun because I think the striker is supposed to be more of a spread than a straight on shot. So the striker was one that I just kept the riot gun and just kept up that. But I'm glad okay, I'm glad to hear the mind launcher suck because when I saw that I thought something about that tells me it's not gonna be what I'm looking for.

So I just like so much space and a separate ammo entirely. So now you're juggling an extra box of ammo in your case that you just don't even care for.

I would be remiss if we didn't also talk about the RPG and I'm curious what you guys did with the RPG and a couple instances you may have had it.

I don't know if you ever bought one from the shopkeeper.

I know there's one specific part in the castle where you can earn one outright through a sort of side tangent puzzle or enemy encounter.

And then I'm curious what you did with it.

And I think Max and I did literally the same thing with it because we briefly spoke about this

And this can maybe lead into how we talk about boss fights as well

Max what did you do with yours? Because I think we did the same thing. Yeah Salazar

I shot him with the magnum to get him to reveal his face

And then I used the RPG shot him in the face and then he died

yeah, and I did the same thing with

Sadler at the end and then Ada throws you another rocket launcher during that fight. So it takes two rocket launchers to kill him

That's what I did for me. It was also Salazar, but here's the reason why we all did the same exact thing with it

I wasn't gonna use it because I was gonna save it and then when I was playing it he can instant kill you like

Pretty early on in the fight

So I tried a few different times and he kept instant killing me and that's one of my biggest pet peeves in games and the

Fact that games still there are still games today that come out that have instant kill enemies really annoys me

I was like, alright enough

So then I just was like it's time and I revealed it and I used the RPG and took him out instantly

So I'm trying to I might have used it on the last boss just cuz I had one

I'm like, well I bought one so I'll use on the last boss which honestly kind of made it little anticlimactic at the end

just because it was just practically one and done. I had no idea though before I used it that it was

a one-hit kill essentially. When I sent Logan, I sent him in a little clip of me killing Salazar, I thought that the Magnum had contributed to his demise, but I could have just done it with a regular pistol and then shot him with a rocket launcher and got the same effect. So I like that there is essentially a one-hit kill weapon, but it does rob a lot of tension out of boss bites and encounters. I played Resident Evil 3 earlier this year and got the platinum and stuff in it, and part of getting that platinum is playing through the game really fast and on harder difficulties, and you can buy an infinite rocket launcher, which turns it into a very video gamey game. But it's funny, and it's like the fifth time you've beaten the game and you just run around and you're shooting rockets everywhere. I kind of feel like that's the same thing here but your first time through the game and it's like a one-hit cheat code. It feels like it shouldn't be this powerful or accessible, one or the other.

- Yeah, it's weird that, I think it's kind of weird that the RPG's in the game. Like I understand, it's fun to use, I'm glad it's there, it's enjoyable, I get a kick out of it when I do use it but it feels so overtuned. Like I was genuinely shocked because I had forgotten that you can Essentially one hit kill bosses as well, and I we all use it on Salazar

That's really funny and my situation is different because I was running out of ammo. I was like okay well

Sitting on this RPG may as well use it and then boom boss fights done Salazar's dead

So none of us really experienced that boss fight as it was intended

I specifically though did not use it against Sadler for

The same reasons you kind of mentioned Dustin was I was like I don't want this to be a really climactic into the game. I've got so much ammo for all my other guns. I'm just gonna

unload everything I have into this guy because I know the game is over after this point and so

That's what I did

like I said

I did want to talk about the other boss fights here though since we were I felt like naturally going to kind of discuss it

And there's really about I want to say like eight to ten major bosses in the game depending on

Guess what you consider I would consider the trolls one even though there's like multiple instances where you run across them

Which bosses really stood out to you guys the most in which ones?

Did you like the most I don't think any of us are gonna have anything interesting to say about the Salazar fight

but what do you think about the other bosses in the game and

Just generally max. I know you can't speak to this for yourself for in every instance and same with you Dustin

But how do you feel like they fare compared to some of the other ones that are seen in the Resident Evil series?

Hmm. Well, I'm trying to remember. Let's see

Verdugo is what he's listed on this list of he's the guy that when you're in the the basement

You're waiting you have like a timer where you have to kind of have to avoid him

Oh, yeah a little bit freeze him with you can freeze answers. Yeah

Yeah, and I'm pretty sure you can actually kill him if you actually go and freeze him multiple times

but I like that section just because it was like the right amount of of tension and he's also like a really creepy design as well. I also really like the chief guy which I'm seeing now is chief

Mendez. Yeah, I think. Anyway, I like it like his spine and yeah, it was really mainly just just comes from him being creepy and weird and I liked how his overall design was super cool. Yeah, I liked him a lot. He reminded me of Mr. X and Nemesis, just scope and size of him. And then, but also that Resident Evil villain classic thing where his body turns into a giant funky creature that is scary and the building's on fire. That's a really atmospheric and good fight. Feels pretty fair. Salazar, eh. Sadler, eh.

I don't know what it's called, but the maze thing in the mines where you're running in those boxes

above a cavern and you have to unlock things and giant creatures chasing you. Oh yeah yeah yeah.

I think that's a cool concept. I wish it was a bit more tense I guess or you kind of can just run away from it. You never have to really face the creature and so that robs him I guess some of the

scare factor but I think that concept is really cool being trapped in a maze having to escape a monster that's pretty fun I like that guy a lot whatever it's called.

I think this game is at its best indie boss fights where you don't have a lot of room to move I think that's one of the things that undermines the Sadler fight is that he's a really dangerous enemy but you have a bit too much space to get away with him get away from him and go post up in a corner and shoot him with your sniper rifle or shoot him with anything really for that matter.

Sadler as a final boss I think is pretty weak but a lot of the other ones you guys mentioned I think Menendez is a great fight because you're trapped in that barn or whatever it is that's also on fire so it really feels like an intense high stakes situation.

You've got this dude who's been chasing after you the entire game who's now morphed into this really weird looking creature and it it feels like it's probably one of the more stressful fights in the game. I do also think that the number two or the right hand of Salazar or whatever for new go that fight is incredibly intimidating because you can just you completely skipped past him didn't you write Dustin because I killed him. Did you just hop on the elevator

and get away from him then? I think that I went and did all what I thought was all the freeze points and he didn't die. I just said, "Okay, I'm out," and then just ran to the elevator at that point, but I attempted to kill him, so I must have been missing something. No, it takes a lot of ammo to kill him, and then I think the Salazar fight might be somewhat soon after that, so when I said I was low on ammo for the Salazar fight, it might have been because I blew a lot of it on that fight. It takes a bit to kill him. I did mention before though, I really like the Krauser fight for these same sort of reasons, though. There's a timer so that you feel artificial pressure to kill him fast. You don't have a whole lot of time to figure out how you're supposed to beat him. You just have to do it very quickly or else you're going to die there either at his hand or from the explosion. And then you are in a very tight space where you don't have a whole lot of time to think and when you're in that tighter space you really can't use all your weapons. Like I think any of the boss fights where you're allowed to use your rifle which I found to be one of the stronger weapons in the entirety of Resident Evil 4 really made the boss fights that much less intense. Like I didn't have a whole lot of problems with the various trolls or whatever they're called that you would come across throughout the game because I was always just popping them in the head with my rifle from a corner I would go and run into.

Krauser is a good fight because he stays right on top of you the whole time and while I think he is a terrible, terrible character within this game, that fight itself is pretty strong in my opinion. I think it is one of the- I think it does help close the game on a strong note in that regard. I really, stupidly, I had to do that fight twice because I beat him and there's the timer and so then it plays the cutscene and the cutscene ended and someone had texted me. So,

I was like, "Oh, the boss fight's over." I watched the cutscene and I picked up my phone and then,

like, it blew up still. I was like, "Oh, yeah, there was a giant bomb attached to where I'm standing so I ended up doing that fight twice and then

Successfully got away the second time but it was funny that happened to me

But with the cutscene with Krauser and the knife fight I was like, it's a cutscene. Yeah, I'll just grab my phone and then he killed you

We haven't talked about the QTEs at all just because this is one of those things that is

Definitely kind of more of that era not that we don't have QTEs at all anymore

but very specifically these these cutscene QTEs

Yeah

Because I think that we're all kind of tuned down at this point and not for the better to like I don't know

I'll pay attention for the most part in cutscenes for games

But every once in a while like you'll just like, you know, take a look at your phone

See if anyone texts you or something like that. You can't do that in this game because they will throw you a

QTE

Like at any point without even realizing that's one thing that I was never a fan of of QT's, like that's one of the things I don't like about like the early God of War games and stuff like that. I just don't find them that compelling as a game mechanic. So like I don't know, especially the parts too in this game where you have to quick like he's like running and if you tap really fast it almost looks like he's like cartoonishly running really fast. Yeah. It's an interesting relic of that time. Yeah, I'm not a fan of them.

I actually found out later that there's a setting in the VR version to completely remove the QTEs from cutscenes, which sounds really nice, and I wish I had seen that sooner.

But you can't check your phone when you're in VR, or maybe you've seen that on the road.

This is true.

So that problem never really...

I mean, you still had to...

The problem though in VR is there are motion QTEs, so it's like Wii era type stuff where swing your arms this way or move your arm, you know duck, you know, so you win some you lose some there and then I

Would assume the remake has no QTEs in cutscenes at the very least

So here's to hoping I guess

It really is a sad indictment of how we are wired

nowadays whether it be because of

Social media or just having phones on us all the time that the second cutscenes do kick in we grab our phones

I played God of War Ragnarok recently and that is a game I have been looking forward to for about five years

Eagerly and I found myself grabbing my phone during cutscenes of that game sometimes and I'm like, what am I doing?

I have been

Dying to play this game and watch these cutscenes and see these story moments for literally years and I'm sitting here

Texting somebody or scrubbing through Twitter or whatever and it's very it's a problem. You gotta put the phone away

For the big games. Yes, that's what I do. Like yes

To the phone was not next to me. The phone was in a different room

I caught myself doing it at one part late in the game and I tossed it away very quickly

Speaking of boss fights kind of in the same vein

I did want to touch quickly on

enemies in the game and see what you guys thought of just the basic enemies that you come across I

Think there's a good amount of variety here and even the ones that are the same throughout the game

I think there's at least a sort of

There's a visual difference between them like the villagers obviously we mentioned are there in the first half of the game and even though the Las

Plagas foes are the same once you get into the castle now

They're these hooded cult-like figures, and so they're the same in theory, but they are a little bit different

but there's a lot of I

Think what this game does a very good job of and what makes all the encounters stand out is that they give you a good

Mix of a lot of different types of foes at different times. I think of one specific part of the castle where you're in like a really large expansive room and there's a ton of people coming at you at once and there's some of them who have shields and there's some of them who are just basic types and some of them have like long-range weapons or crossbows they can shoot you with and there's just there's a lot of things at once that you kind of have to juggle which I think is an impressive part of how these games encounters are set up Beyond that, there is a good mix of just random monsters and stuff.

Like you mentioned one of the sewer parts too, Max, where you're all of a sudden fighting invisible creatures.

It's weird, it's out of place, but it's different.

I just think for a game where you are shooting people a lot in the head, even with the most basic enemy types too,

like you can kill... one of the stressors about this game to me is that you can headshot people and then their heads pop off and you're like,

"Yeah, they're dead, awesome!" And then one of the Las Plagas parasites pops right out and you're like,

"No, now I gotta deal with this!" And there's a lot of variations and a lot of different factors that you are constantly juggling at any given point in these fights, and I think it really is one of the game's stronger elements combined with the various weapons that you can use.

- I really like the Chainsaw Guy, which I'm looking up, and his name is...

Everyone's listing him as dr. Salvador, which is that like a fan name that they've given him or is there any reference to this being?

His name which there's multiple doctors

In the game, but I think it's a nice way that a lot of the enemy especially later on

You can kind of like really blast through enemies pretty fast if you have powerful weapons

But when you hear that chainsaw you're like, oh no, okay

Here we go. Like brace yourself get your shotgun out because this is gonna definitely out of foil

Even if there are especially with a bunch of other enemies, so his name, dr

Sal Salvador comes from his bottle cap, which is the thing that you can win from

The shooting range missions that the shopkeeper gives you. I don't know. Did you guys do all the shooting range stuff by chance?

I got every bottle cap in the game because I am an insane person and also I wanted the trophy for it because I have a

problem

But I I tried out the shooting range, but I didn't I like did the first one and I'm good

Yeah, they're not great. So you don't need to do yeah

I I did it in VR cuz that's that seems like the perfect type of place for a VR game

I did not do it in the normal version. I didn't know to come from the bottle cap. I actually just looked up the

The GameCube manual. I thought maybe there'd be like a character page and it would list that because that's kind of an old thing and

cap cap calm just has

The manual scanned and the box art and stuff from the GameCube version

So props on Capcom for providing high quality PDFs of old manuals props to them

there's an ad for the

chainsaw controller and Resident Evil apocalypse, which has a

Named lady in a towel and then also in like a mesh

Armor suit so definitely is that one of the movies? Yeah

So okay, it's just oh it's the soundtrack is there we can listen to slipknot a perfect circle the cure

Deftones Rob Zombie

the used

Lot of stuff. This is all out of your realm max. I have no idea

The only one I recognize there was a slipknot. So and a cure we made you listen to the care. Oh

That band Mario had me listen to that. I didn't yeah, okay. Yep

Did you have anything you want to say about the enemies or anything like that max? I know you were going to

Oh, yeah, I felt like they're all the same

Really people are just the hooded people which are just the

Military people the big guys are the big guys. I liked the ones that stand out the Wolverine

Bumrush guys they were those are great. You're sting to fight. Yeah, they're fun

The wolves were in there for a little bit

Felt a little out of place, especially since you help a wolf early on and then that helps you in a fight

But then wolves, other wolves will come and try and kill you anyway, so that felt a little weird.

The ogres are interesting.

I like the fight with the two ogres and you can time it and try and get one or both of them in the lava in

the middle there. That's a fun fight, I thought.

But the regular

regular enemies, I was bored, bored with them because I knew they were just reskinned.

I'm surprised to hear that.

So even even though like I said, there's a lot of variation with them and they have different weapons

Is it the parasites can jump out of them locks? There's one with the shield

Some get a chain ball and you need to kind of it's kind of like

Maybe this is giving it too much credit. I

It's kind of like do maternal

I feel like certain weapons have certain benefits

against certain enemy types that you want to like oh I see a shield guy pull out my rifle because I know my rifle can

and penetrate that shield way more quickly than I can.

- Oh, I never did that.

I just shot him in the foot.

I shoot him with the SMG, I guess, on the PS4.

- Okay. - Just through the shield.

I kinda use that gun a lot whenever I handle.

- So you were an SMG user.

That is the one weapon I did not use at all.

- I love that thing.

Spray and pray, baby.

And you kinda are spraying and praying
with Leon's shaky hands.

I can't believe the president sent the guy
with the shakes after to save his daughter.

This guy can't keep a reticle straight for his life.

He's worse than Joel in The Last of Us.

Weapon sway is super prominent here.

Leon needs to maybe cut the coffee a little bit or something.

- Yeah, chill out.

- One of the things about this game
that I think also stands out quite a bit,
and it also, there's not a lot of tracks
in the Resident Evil 4 soundtrack,
and so it is pretty limited with how it uses music,
and I think that's in line with the other games
in the franchise in that regard.

But there are some legitimate bangers on this score
that I like quite a bit.

I think Ada's Mission is specifically one link
that I sent to you, Max,
when we were playing through this game,
and I said, "This song goes extremely hard."

And it's just the song that plays on the title screen

for one of those offshoot game modes,

and I think it's, is it called Ada's Mission?

We keep calling it that.

It's Ada's Mission and--

There's Ada's Mission in separate ways.

Okay, it's for Ada's Mission, I believe.

Okay.

And the title theme for that is fantastic.

It is so good.

But then there's obviously the save music theme or what, yeah, it's the save music theme,

the typewriter theme in this game is great and that's to be expected.

That track is on like a 12 second loop though, I feel like, so there's not a lot to that

song, but it's still good.

I don't know

Is there anything specific that you guys recall from the soundtrack?

That you wanted to point to or did anything in particular stand out to you?

Hmm. It's interesting because I I don't know sometimes I don't tune into soundtracks at all

And this is a game that I didn't feel like I really did

Not that it was and I guess sometimes that's a good thing if you don't like in a movie score

Sometimes they don't want you to a soundtrack if it's good

you don't necessarily notice it because it just blends in. But I was going to say that I always

appreciate the typewriter even if it's I guess more from a mechanical standpoint because it's like

sometimes you can just hear it before you even see the typewriter and I always love that feeling of

like "Ah okay I'm safe I can hear that sound so I know." I just wrote down it's moody and atmospheric

music so it just lends itself to the environment you're going through and that's kind of what what Dustin was saying, it's not a soundtrack you necessarily notice. It doesn't hit you in the ears right away. It just adds to the environment, which is a good sign. The save room, like you both mentioned, I think that's a Resident Evil 4 staple in general. And then the shop theme, similar. We talked about it earlier. Whenever you see the blue flame or you see the merchant, you know the shop. Like, you're safe and you can spend all your money. So I think those are what stands out here.

I do want to say, I mentioned it at the top of the show, if you want a deeper dive into the music of Resident Evil 4, original sound chat episode 113 I believe, there will be a link to it in the show notes, 119 I'm sorry.

They dive into that and do critical tracks and give you the history and talk about the composer and stuff so I definitely would recommend that.

Yeah, as far as Ada's mission song that I mentioned, is it actually called Assignment Ada?

off to the side. I think it's assignment Ada. Okay, assignment Ada, sure. Anyway, I just want to make sure that people find the right track because the track I'm talking about is great. It's like an early 2000s drum and, or late 90s almost, like drum and bass track. Anyway, it's really good. Yeah, Resident Evil games are never, there's never a lot of depth with the scores, but what is there always works, and I think that's really no different here with RE4. Per usual we're gonna have sort of a legacy wrap-up discussion here but then I did want to also make sure we talk a little bit more about the remake that's coming up and maybe a little bit more about our hopes and dreams for that. But per usual let's kind of talk about this game's legacy and I think we've done a lot of it naturally over the course of this episode in talking about how it influenced a lot of other games within the third person genre, whether it be with the inventory or the upgrade systems or even just third person shooters in general because they were really not a dime a dozen until this game came out and became a massive success. But beyond that, I think it's important

to look at this game within the greater context of Capcom and what this game did for the series,

which is one thing we kind of mentioned before, which is how Resident Evil was blessed to get this game at first and then later was cursed and almost doomed the franchise because of this game in some ways, but also Capcom spun off other ideas from Resident Evil 4, which is kind of crazy when you look back on it now. This game was greatly influential within Capcom as a company before it even came about. There are ties to Devil May Cry with this game, there are ties to... I mean, you know more about this than I do, Max, if you want to talk about that.

People May Cry wouldn't exist without Resident Evil 4 being experimented on.

There were four versions in development, including the final one.

This game went through some wonky development iterations.

I watched some footage of what had been shown off previously.

There was a time where Leon was fighting ghosts, which actually seems kind of cool.

Also in a castle, I think two versions prominently in a castle, which probably explains why most of the game takes place in a castle.

So there was this fog version, hookman version, you can see the footage and stuff, and hallucination

version.

So they were doing some funky stuff before they settled on the mainline here.

But the progenitor virus, which apparently is in Resident Evil 5, that started in these early versions here.

So it's crazy, but Devil May Cry came out of this because they wanted to make a very cool and stylish game, but then it went so far in cool and stylish that it just spun off and made Devil May Cry.

It also reinvented Resident Evil, so that's the other pivotal part is they wanted a cool action game instead of a survival horror mostly.

And that ultimately leads Capcom down the road of five and six, which then also leads

to seven and eight because the reception to those games.

So it's reinventing Resident Evil for the first time.

There's almost three eras of Resident Evil at this point, and this is the start of the

second era. I think it's interesting to think about... it's almost hard to pin it, but you

have to imagine this was like the early, and I think we talked about this, but the over-the-shoulder

view which it went well beyond just like survival horror games, but think about like Gears of

War or Uncharted or something like that. You have to imagine that this was kind of like

some of the early steps towards instead of you think of like either PS1 or other PS2

Where if you were in third person like your character is in the the direct center, right?

Like that whole shift to that kind of like almost like side over-the-shoulder view you have to imagine that this was definitely part of that

It's amazing how this game has been copied in a lot of ways but never fully successfully done

ironically by its own creator

specifically thinking about

Evil Within kind of being a lot along the same lines of this game that same over-the-shoulder type perspective

But obviously, you know, it's it's no knock against Evil Within

But obviously nowhere near the same type of legacy even from the the same creator and trying to do very similar things

This game and I think we can all agree that even though we have our things that we don't like about it

It's obviously a very very important game for many many different reasons

just continues to get emulated in a lot of different ways.

Yeah, I mean, we even look now and I would say the best contemporary of this game, and

it obviously released, what would it have been, I want to say like three or four years

later would be Dead Space, I think would be the best game to draw a comparison to between

like a direct influence would be Dead Space.

And even nowadays, like at the time we're recording this, the Callisto Protocol is about

to come out and the Callisto Protocol is riffing on Dead Space, but Dead Space is directly riffing on Resident Evil 4 and that's a brand new game 17 years later that has a direct line back to Resident Evil 4 that would not exist without Capcom creating this game. So its influence is still being felt on games that it has by product influence.

And Dead Space is being remade right now alongside Resident Evil 4 but EA, the developers that

that made Dead Space, they cite Resident Evil 4 as an inspiration. I always remember in the documentaries for The Last of Us, Neil and Bruce talking about how Resident Evil 4 was influential in The Last of Us. The clickers were like their chainsaw man. They wanted a scary thing that you heard first before you saw it. Wikipedia, if this can be believed as the source. I mean, it popularized the over-the-shoulder third-person view, and that's like Dustin was saying and we've said throughout this episode, it's everywhere. So it's crazy that this one game kind of spawned the popularization of a certain style of game and is still being

made and remade and all this stuff and drawn from today.

interesting about the legacy about this as well is just how Capcom was smart enough a few years ago to be like, "Okay, we were doing something right with Resident Evil 4, but then we kind of screwed up and went too far." And then they rebooted the series basically with 7. But with RE2 and 3 Remake, I think they were able to finally be like, "Okay, what made RE4 good, and how can we take that and apply it to the traditional formula and use that to remake these games and now ironically they're you know remaking the game. Yeah that

same form that like advanced formula and now going to be taking stuff from traditional Resident Evil so it's interesting to see how the legacy of this game affected remakes of its prior titles as well kind of an interesting meta look at it. Yeah for sure. One broad question that I want to pitch to both of you and I know Max this is something you can't answer because we are halfway into this season. And Dustin, I don't know where you're at. I know you mentioned you still haven't played a couple of them. But just broadly speaking, we've mentioned some problems we have with the game, but do you guys think this is the

best Resident Evil game? And again, I know you maxed specifically, you cannot speak to all of them yet. But I think it's still widely considered as just like if you asked anybody on the street, not that anybody on the street is going to have played every Resident Evil

But if you were walking the halls of E3 or PAX and you ask somebody randomly what the best Resident Evil game is,

like, I'd say 95% of the people are going to just knee-jerk reactions, say Resident Evil 4, and replaying this game has made me think that that's not accurate.

I think there are honestly like three, four games better in the series than this one.

I think this game's legacy, as we've been talking about here, is drastically more important than any of them.

I would say the only other ones that would be just as important would be Resident Evil 1 because it started everything and then Resident Evil 7 because

The RE engine is like the future of Capcom without the RE engine

they don't have any of their big successes over the past couple years, but is this the

best Resident Evil game

nowadays

Hmm, I would say no

But I understand why people say that if you think especially if you talk to people that are around our age

Millennials right like it came out at a time when you're a kid and all your friends play it and I know I have games

Like this where I am

Totally biased towards the the memories I had but I'm like, this is the best it doesn't matter if any of them play better

This is the best one. So I like am totally cool if someone feels though. I understand that

like I said, I have feelings like that towards games, but

But for me, I really became a Resident Evil fan at Resident Evil 7.

So I'm kind of late to the Resident Evil fandom.

But either 7 or 2 remake, I feel like now, if you actually sit down and play all of them, which I haven't played all of them yet.

I haven't finished 5, I've never touched 6.

I've never played Code Veronica or Zero.

But I don't know.

Maybe that's just me because I have fresher eyes and can try to view them more objectively, but again, I totally, I'm okay with the Rose Tinted Glasses take as well.

It sounds like Destiny and I have a similar history with Resident Evil.

I came in at 7 and I've gone back and played 2 and 3 and now 4 and I played Village when it came out.

Is it the best?

No.

Is it the most important?

Arguably.

It's definitely a rose-tinted glasses thing.

I think, like I'd play the VR version before the base version immediately.

Like I'd recommend that to anyone before playing the traditional one and before Remake is out.

I think the freedom of movement and the atmosphere there works really well, and surprisingly so for a game that came out in 2005 and never was imagined to even be used in VR.

So I would recommend that before anything.

I think the best Resident Evil is 3 Remake, but I know that's a really hot take.

Really?

Woah!

Yes.

When you were talking about it on Sacred Symbols I was like, "Dang it man, Dustin and I don't agree on this."

I love it.

Dang, yeah.

I don't think 3 remake is bad, but it coming from 2 right off it, I was like, "Man, what happened?"

I had a year between them, so...

That probably helped, for sure.

Yeah, it helped probably a little bit, but I love 3 remake.

I can't wait to play it again for this season of the show.

I hope we can, I'm curious to see if that holds up by the time we've played through all of them, Max, or if you have a new favorite coming.

Yeah, I'm excited to see, because I have so much to explore still with 056, Code Veronica, got this remake that is going to be the end cap of the season. Replaying Village again, now a third person, and VR, theoretically by the time, who knows when PSVR 2 will be out, but that'll be playable in VR, so there's a lot of possibility and opportunity for other games to claim the title here, but I don't think 4 is the best as it stands.

So if it's not the best, it could still be the best with the remake, and this is one thing that

I wanted to make sure we talked about a little bit more directly here before we close out.

Again, we've been talking about the remake constantly throughout this episode because it's just you can't at this point. Yeah, it's just virtually impossible not to. So I guess we've mentioned a lot of this throughout the episode, but speaking more directly to it, what do you, what kind of changes do you guys want in the remake? Obviously, I think it goes without saying that we want better shooting mechanics and better controls and all those obvious things.

But beyond that, what sort of things do you want to see stick around that have been present here in the original game?

Personally speaking, I think a lot of the iconic spiritual elements, or maybe not spiritual, but just certain things that have become part of this game's DNA, like Leon flipping out a window, that is still in the remake based on what we've seen in the trailers now. He's still doing that crazy somersault out of a window that's greatly over the top.

Those are the type of little things that I think need to stay in this game.

As far as what can be improved, the story can do a lot better.

Especially by 2022, storytelling standards in video games.

Back in this day, we were still very much, "Here's a gameplay sequence, here's a cutscene.

Here's a gameplay sequence, here's a cutscene."

And it would just kind of go back and forth in that way.

And 4 Remake will probably still be the same in that regard to some degree,

but they can do more with Leon's character, I think, other than just making him this passive, suave, cool dude who's out here in the middle of nowhere trying to save the president's daughter.

What do you guys think?

Dustin, what kind of ideas are you really hoping to see them put into the remake?

So, some of it, I feel like were the things that I want, we're already starting to see threads of.

In particular, just the way that they can expand certain, not even just sections, but scenarios. Specifically in the trailer we saw the introduction scene where Leon's going into the first house and it's much more involved than just walking in and seeing a dude at a fireplace. Like

he goes down in the basement there's like a guy with his jaw like hap- or his like whole head is like sideways and um so seeing that expansion kind of like making it more scary by modern standards

as well just because this game now really isn't scary at all and I was trying to figure that out because I was like I remember this game being scary but I was also a lot younger at the time so I don't know if it's that but a lot I mean even games like playing the first Silent Hill is not really as scary probably as it once was just because things are different now from a combat perspective as well I'm glad that they're keeping it to be somewhat actiony as well and I

I think that's one thing they really tried to emphasize in the trailer was like him running around the village like the the cow

catching on fire and stuff like that like they definitely

weren't trying to to ground it in any way and I think that's probably the other main aspect is that

They've kept the other remakes campy and I think that they're gonna do the same with this one

Like are they gonna have the the the bingo line in this game?

I really hope so. I think they've already confirmed that it isn't there. They confirmed that? Okay, good.

Because they had that and then like when he lights the the cow on fire, he's like, oh, yeah, bill me later

It's like, okay, this is good. They they know what people want

and so and I think I talked earlier just about like

the idea of

Taking your established sections of this game and making them more

traditional Resident Evil in whether it's it's puzzles or

Collecting items backtracking stuff like that like the layout the template is there like the blueprint is totally ready to go

for the expansion and also just the idea of like redeeming some of the

Parts that we didn't like as much like the island like how do you make that less of a chore and more?

Interesting Capcom right now is like on its a game

So I feel like and based on what we've seen it's like it just seems like it's gonna be a home run

I kind of like the two of you said I want them to lean more into the horror bits of it

The opening village is iconic as an opening to any game and clearly they're messing with some stuff there with sideways heads and blood and more ritualistic stuff.

I mean this is a cult that has taken over a village.

Lean into that.

How has that infiltrated the lives of these people and how does that seep into the castle?

Where's the web?

I would like that sort of stuff to be more present.

I want the Las Plagas in your blood.

I want that to feel more like a threat.

I'm not turning into a mechanic where if I don't do something in a timely manner, I want that to have a bit more weight to it, I think.

They have a real opportunity to subvert expectations as well.

This game is so intimately known.

It's been on every console since the GameCube.

I mean, it's been on an iPod Touch for Pete's sake.

the expectations with the audience in the most recent state of play direct whatever it's called these days from Capcom when the chainsaw guy comes through and slices down the the scaffolding around and then Leon blocks the chainsaw with a knife that's awesome and that's a subversion that also adds to the ridiculous over-the-top action nature of it in that super fun way of course Leon is blocking a chainsaw with a knife as if that would ever be possible. So keep that up. How do we how do we do that with the trolls? How do we do that with the the lake, the castle, the lava room, boss fights? Where can they surprise people in a game that's been around for 17 years? And then the story stuff, tie more of that lore into the narrative or make those pickups a bit more, I'm not saying make the pickups super obvious, but let us soak in this world and this lore, maybe tie Umbrella a bit more into it. I like it when Umbrella has a presence. Getting Wesker kind of just name dropped later on in Aida, it just feels like, "Oh yeah, this is a Resident Evil game so they're still here don't worry about it. You know maybe have Sadler have more of a tie to them in some way or I don't know I guess if Wesker's trying to steal the virus that they don't have a tie but more umbrella umbrella's fun and I'm one of I like it when they're involved. Oh and the whole thing to be playable in PSVR too please. If they can do it with 7 and they can do with village let's do it with four they can they can they can repurpose a third person game into a
vr game it clearly can be done if armature can do it it's built from the ground up and re engine

is clearly capable of it they that's a lot of depth time i guess that's what i'm saying but they took village village is a first person game now a third person game and a vr game I'm just saying, they could do it. Please.

We'll see.

The one thing I have to specifically mention that I am the most morbidly curious to see in the remake,

if they still do or not, is Mecha Gundam Salazar stomping after you across that bridge sequence.

You are going to the lighthouse.

That seems so over the top that I could see them cutting it,

But it's also one of those things that I desperately want to remain in the game and not be touched whatsoever.

But what if it was turned into a boss fight instead?

I'd be fine with that as long as it stays in the game.

I just need a giant Salazar robot in that game for no reason at all for a five minute sequence.

So just keep it in please.

Shout out to Mike, the helicopter pilot once again.

Fallen hero.

And really shook up Leon.

So apparently they were they were pals give us a cut on hero more Mike Laura, please. Yeah, that's what we need

Mike Laura, maybe show them getting drinks, you know like Leon said

Drinks on Leon. All right. I think that does it for our resident evil for discussion

Thank you so much for listening

If you like you can follow the show at chapter select

You can follow Logan on twitter at more men 12 and his writing over at comic book calm

You can follow myself on Twitter at max Roberts 1 4 3 in my writing over at max frequency net

And you can follow Dustin on Twitter at Dustin can fly. He's the executive producer over at last and media you can listen to

Sacred symbols. They've got a bunch of stuff over there on the patreon. You guys just started like a

fantasy league with

Sales figures right?

Sacred sales or something the sacred sales saga. I think I just am starting to understand what we're doing

It's really not that crazy. It's about you know, predicting the top-selling games on on the PlayStation Network. But yeah, we do all kinds of

weird and fun stuff like that and interviews and obviously sacred symbols

The main show is the the main thing which if you got four hours every week to listen to you. We've got you covered

So if you've got four hours to burn head on over three, you know, three three three two three to four

It depends on the day

Thank you so much Dustin for joining us and thank you all for listening and until next time adios!

Adios is actually a fitting word to end on in this episode since it's in Spain.

So I do that all the time.

Thanks again, Dustin, for joining us.

Yeah, dude, thanks for having me. This was awesome.

I had a really great time.

I'm gonna stop recording.

Go for it.

Go for it. I'm exporting too.

So what other seasons do you guys have in the works for this show?

In the works, right now we're... the active one is Fast and Furious, so that's what's being published right now actually. Tomorrow is Tokyo Drift, and then this is early next year. We're actually starting in January, so the show actually won't even stop. It's just on a bi-weekly basis.

And then season six is Pokemon is our next one, so we've been playing those games.

games. That's been a long one. Are you doing all the mainline Pokemon games? Yep. Dang,

that's awesome. Started that like last summer. And the reason we've been doing that and banking

kind of all this stuff is we're getting ready to launch a membership with this and have longer episodes with bonus content and like supplemental material with it. And so that's That's why we've been banking Pokemon.

So we have like Pokemon battles between Logan and myself.

He was down here for a work trip.

So like we busted our Gameboys into like a leaf green fire red battle and we'll keep playing those.

And for Resident Evil we've got, we're going to do co-op and five and six together.

And so the idea is to bank a bunch of this now.

We have that going back to season three, the bonus stuff.

And so then when we launch it, there's at least something there for people to grab onto and kind of get into initially and then keep it going forward and then banking stuff now so that we can work on future seasons and keep ahead of ourselves is the idea.

So that's the plan. That sounds awesome. Man, playing through all those Pokemon games would be tough. Like, especially, I'm trying to think, man, there must be so many now.

We've hit a bit of a roadblock with HeartGold and SoulSilver because we said we wanted to beat Red, which means it's like 60 to 70 hours of playtime or something like that. I think most of them are around close to like 30. But for that one, we're like, we're gonna do both all 16 badges and you gotta fight Red and it's like, Oh my gosh,

So I'm already just struggling with the game in general because the difficulty curve and the grind is substantial and then I had a kid in the middle of like us trying to do this and it was like oh but I'm close to the end we have a date to record so I'm feeling once it's done every game after that is shorter so I feel better yeah dude soul silver is awesome I said I'm that's one of the games that I have them so glad I didn't sell that I have my original I repop because that is for

reason one of the most more expensive ones. Yep. I just bought it and it was painful to a certain

degree. I believe it. I don't know what went through my head because that would have been like

what 2009-10 I came out. I kept the box. I kept the Pokewalker. I have it complete. I'm like,

I don't know why. The cardboard alone goes for \$60 on that thing. It's wild. It's crazy,

dude and it's funny because there's probably so many copies out there maybe not the outer box but

Pokemon games are crazy I think emeralds like a hundred and some to get the car so

I see boxed emerald copies go for 700 800 dollars like I don't yeah I mean I get it I like having

the physical media I prefer it I there was a point where I thought the Pokemon season I'd have to

emulate everything but I was able to make it work and you know actually have the real part and stuff

stuff. I prefer it. But when you're talking \$800, I can pass. I don't need that right

now.

If you ever wanted to come on and do another episode with us in the future, we've got broad

ideas for other seasons as well. We've been talking about Dark Souls, or not Dark Souls,

all the Souls games for a bit now. That's another one I want to baptize him in because

he's never played any of them and I've played all of them. But that's gonna be another chonsel

long of a season. Yeah. We have so many ideas. Sometimes we've talked about maybe doing one

season a year like a really big series though. You know, like all the Zelda games or something

or 3D Zelda or something. So like we have a lot of ideas. The document just keeps growing

and growing Gears of War, Silent Hill. Silent Hill's semi-feasible now-ish. Those games

are expensive too. Oh yeah dude. Silent Hill is ridiculous.

I got lucky. Someone, I try to not accept free stuff from listeners, but somebody like

was insistent, was like, "I have Silent Hill. It's sitting on my shelf. I don't want it.

Let me send it to you." So I got Silent Hill that way.

Nice. Pretty crazy. I think I got, and I got Silent Hill too a

few months ago. I bought it from a listener for a good price, but it was still like 50

I saw a copy a few months ago for \$80. I'm curious with the remake out how that's impacted the price of it

it's it's so hard to say just because like

Like I kind of expected my sweet get in copies to change in value because of the remaster and I try

Oh

Man, sweet get in. Okay, so we get into has gone down

Actually by a pretty significant margin. Well, that sucks

But it's always hard to predict with stuff like that.

Silent Hill has climbed in price significantly when a complete

inbox copy that I saw for 80 bucks seems to be going for about \$140 these days.

And then stores obviously bump that up anyway so it's nuts out there man.

It's wild.

Not a good time to be a retro game collector at all.

It's not. It's just why I bought a mister. It's like I need help.