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So you got the ring, you're all set?

I went in there and last week when I went in it was...

You said it was like \$3,000 bucks?

Well, so it was weird because like they had to order the diamond so the diamond wasn't there and they had to toy around with the setting so like I couldn't pay for it yet because nothing was in there.

But I was trading something in towards it and they were like, "Okay, we'll process the trade."

So I was like, "Okay." So they processed the trade and we did all the paperwork for that and we got that done and then they stuck it with my file so that they could confirm that I had done that.

So I go back in the other day and they check me out for my ring and they're like, "When they did all this, I was like, 'What's it going to exactly be for the ring and everything?'"

And they're like, "Uh, it'll be like \$3,300 or something like that."

And I was like, "Okay, alright, whatever."

And so I go in there and I pay for it the other day and they're like, "That'll be like \$4,000 something dollars."

I was like, "No." I'm like, "That's not right. That's not right. That's wrong. We need to figure this out. This is not what it was. We figured this all out last week."

Blah, blah, blah, blah.

And the lady's like, "Okay, alright, let's figure it out."

And so we started trying to figure it out and she's like, "Oh, I see what the problem is. We haven't applied your trade towards it yet."

I was like, "Okay, well that makes sense." Because we had processed that individually.

The rule with the trade though is that I had to double up whatever I was trading in.

So the total trade was like \$2,300 worth of stuff that I traded in, but then I had to buy \$2,300 worth of stuff out of pocket for them to do that.

Which makes sense. They're running a business.

So after all of that, it was like a little over \$3,000.

So they processed everything on the spot and they're like, "Okay, there you go. You owe us \$1,500."

And I was like, "What?" And they're like, "Yep, \$1,500." And I was like, "That doesn't sound right either, but I'm not going to say anything."

I was like, "Okay, where do I pay?"

Did you just pay in full then? Because I know you said that you were going to pay in full.

I almost did. I debated it. So the thing that I had preemptively signed up for a card, like a credit card with them.

Because I was like, "I'm going to have to pay this off in waves. I can't pay it all at once."

And then they're like, "1,500." I was like, "I can actually probably do that."

I was like, "But I just signed up for this stupid card. I don't want to put nothing on it."

I would just cancel the card. I would have just shut it down.

I paid \$1,000 of it.

Cash.

Yeah, I paid \$1,000 cash and then I put like \$500 on the card.

And they're like, "Oh, we'll see you soon because you'll have to come get wedding bands and all that stuff."

I'm like, "Yeah, that's true. Whatever."

After all the wedding stuff, I just kill the card. You don't need the...

Killing cards hurts your credit score sometimes though. That's the thing.

So are you all set then? I mean, you have the ring obviously, but you're ready to rock and roll on Monday?

Sort of. I still don't know how exactly I want to do it.

I mean, I broadly know. It's just going to be on Christmas morning, but I don't know.

I figured, I was thinking about it yesterday. I was like, "I should probably sketch out something I want to say specifically."

I winged mine. I worked so hard on the whole theatrics of it that I didn't even really know what I was going to say.

I mean, yeah, mine's very not theatrical, but also that's not...

Oh, mine, yeah. Mine was over the top.

That's just not me. I just don't...

Oh, I'm not saying you need to be like me.

Are you going to film it at all? I know that's a thing people like.

No.

You don't have to.

No.

I did it mostly because I think Abby wanted it. That's why I did it.

So last night we were at some Christmas restaurant/little village thing with the kids.

There was a point where Danielle and her daughter went off to the bathroom for five or ten minutes. It was just me and Rhett.

And I debated telling him. I was very close.

And then I was like, "Dude, if he blows my cover, I'm going to be very mad."

Yeah, don't. I wouldn't trust an eight-year-old with a secret for three days. I wouldn't do that.

Yeah, I was very close. And then I was like, "I can't do it. I'll just have to."

Because if he mentions something, I'll be upset.

Yeah, he can.

And so I was like, "Okay, never mind."

So, yeah.

Yeah, I almost told him. But no, I mean, I don't know. I'm trying to decide if I want to do it first or last.

I'm thinking last.

Last.

I think last.

Almost a Christmas story way, like where the big present is the last present.

Yeah, that's what I think is right.

I'm not saying hide it and be like, "Oh, what's that?"

She's kind of expecting it. I mean, obviously we have talked enough about it.

Right.

To where she like expects it, but also like she's not at all.

Are her nails done?

No. Somebody told me the people at the Ring store, they're like, "You should hint that she should get her nails done."

I'm like, "I'm not doing that. That'll absolutely indicate."

Yes.

Like, it's a very hard thing to do. You basically have to go through three other people to get the one person to do it.

I don't even know if I had Abby get hers done.

Yeah.

Because it's like, "Hey, babe, you should go get your nails done."

Yeah. No, thank you.

Really all you can hope there is she's getting her nails done because she's going home with you for Christmas.

That's all you can hope for.

And whatever. She'll get her nails done as soon. If she didn't before, she'll get them done right after.

Like she'll get them done in Danville.

I don't think she'll be. I mean, I think she'll like post about it or whatever, but I don't know.

I mean, she will.

No, I'm just saying in my experience, they like to do up their nails after they get a nice new jewelry.

It's not even like a social like everybody on Instagram look. It's more just like they like the girl thing for themselves.

Yeah. I'm not saying she's like, "Oh, I got to share it with everybody in the world." It's more.

I mean, she even asked me about it yesterday.

She said something like.

When we were at the place, she she's like, "Have you been like."

She's like, "Obviously, we've talked about getting married and stuff."

And while she's like, "Do you even know how you would like want to do it?"

I was like, "I don't." And I was like, "I'm just trying to play dumb."

I'm like, "I don't know. Not really."

She's like, "I mean, that's an aggressive dumb."

Well, the other day, though, she asked me, "What did you get me for Christmas?"

I said, "Oh, a diamond engagement ring." And she said, "Stop it. Don't lie to me like that."

You pulled like a Walter White.

Like when Hank has the bag full of money, he's like, "Oh, what you got in there?" Half a million in cash?

Jesus. What do you got in there? A cent in a box?

Half a million in cash.

That's the spirit.

I got it. I got it.

Yes. Yeah.

That was a bold joke.

Yes.

It's a very much feel it in a moment.

But I said it in such a way that she could tell I was joking.

Yeah, it's all delivery.

No, I wasn't.

It's all delivery.

And she's like, "Stop it. Don't say that. I don't think we said it."

I was like, "Heh, heh, heh, heh, heh."

Are you going to see them before Christmas at all?

Yeah, I'm staying the night at their place on Christmas evening.

Me and the dog are going over tomorrow and then I will be out of town for like the next eight or nine days.

Gotcha.

You should check and just see if her nails are done.

See if she like subtly knows.

We'll see.

Alright, let me run to the restroom before we start this.

Sure.

Apologies.

No, you're fine.

Bathroom breaks are good.

We don't have to stop. I'll be right back.

Hello everybody and welcome to Chapter Select, a seasonal retrospective podcast where we bounce back and forth between a series,

exploring its evolution, design and legacy for the season six finale.

We are covering the Pokemon franchise for one last time.

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

Hi, Logan.

Max's Tony Stark once said, "Part of the journey is the end."

Did he say that?

I think he said it in one of the in-game trailers.

Yeah.

Oh.

This has been a very long trailer or a very long season trailer.

This has been our longest season by far, at least on our side when it comes to production and playing and all that stuff.

I looked it up today.

I started playing Pokemon Leaf Green in April of 2022.

So it's been about 20 months of play.

I guess the only longer season would have been Paper Mario, but that's partially because we had the idea of Chapter Select.

I want to say for a good 12 to 18 months, we were like, "Yeah, we should do this and we'll start with Paper Mario."

And then for 12 months, neither of us played Paper Mario.

And we're like, "Are we going to do this idea for a podcast we have?"

And only eventually we did.

But yes, this has been the longest season by a mile, I feel like.

It has.

I sent you...

So I beat the game the day we're recording this.

And this morning I sent you that iconic image of Frodo saying, "It's done."

I feel like Frodo at the end of the journey.

Yeah, it's...

This has been a lot.

I don't know. Here's the thing, we'll have a larger discussion once we get to the end about the Pokemon series as a whole and just all the games we've played.

But I'm glad we did this.

It has been a huge undertaking.

And I think this is one of the seasons that we wanted to do the most, but we knew would be the absolute most daunting on paper.

Just because of the sheer number...

Well, I just think the time allotment per each game combined with the number of games in this series is...

It's about 200 hours of gameplay, minimum.

I think it's way more than that.

I don't know. I'm...

20 to 30 hours a game.

I feel like gold and silver for us alone was 60 because we did...

Yeah, that's like two games in one.

We did the true ending of that one where we're like, "We have to beat Red in order to record."

So we both did that and that took like 60 or 70 hours for each of us.

That was a gauntlet. That was a gauntlet.

So it's been a long, long season. Definitely 300 or 400 hours of gameplay I would imagine.

Probably.

I wrote them all down. I should just actually tally it up.

I mean, my problem is I leave my DS or Game Boy Z switch running kind of in the background sometimes.

So the hours stack up and I don't know what they actually are.

Also, this is like a very small annoyance, but I've noticed if I put my DS in sleep mode,

like close the case and then open it back up, for some reason the time keeps running in the background on these DS games.

I don't know if it's like that on the 3DS games, but I know it is on the base DS game.

Because I'll go to save and it'll be like, I'll have like five hours more than I thought I should.

And I'm like, "That doesn't seem exactly right."

Suspicious. Very suspicious Iwata.

So it's hard to know exactly how many hours I poured in.

But yes, this has been an undertaking.

And now it makes me wonder. We did do it.

Now it makes me wonder what other things we could do in the future.

Obviously, we've already talked about Metroid and Castlevania.

Let's see how we feel after 19 Castlevania games.

Yeah, I'm curious to see how Castlevania is going to go with so many.

Although that's a very varied lineup of games.

To some degree.

I mean, there's definitely an IGA stretch in the middle.

Three GBA games and 3DS games and Symphony of the Night.

All that stuff is going to be similar.

But anyway, Black 2 is the end.

And I want to...

We'll save this. Actually, this will be my first question for you once we do the rundown.

So let's go ahead and do the rundown and then we'll talk about Black and White 2.

Sounds good.

For the final time here in Season 6.

Pokémon Black 2 and White 2 were developed by Game Freak.

They came to the Nintendo DS.

They launched on October 7th, 2012 in North America.

This was into the lifespan of the Nintendo 3DS.

So these were some of the final base DS games ever.

Not base, but just standard Nintendo DS games that ever released.

The game director was Takao Uno.

Or I think that's how you spell it.

Or say it.

The producers were Junichi Masuda, Hitoshi Yamagami, and Shusaki Agami.

The new music this time was only done by Go! Ichinose and Hitomi Sato.

The Metacritic score on these games was an 80 out of 100.

Which, am I wrong, but is this a drastic drop off compared to...

Black 1 and White 1 were 87.

So it's a 7 point drop.

That's what I thought.

And generally speaking, this is where I wanted to kick things off for our discussion.

But I kind of agree with that drop.

And the Metacritic score.

I know you and I talked before this season about how we felt like these were the only true Pokémon sequels.

You know, in the larger series.

Obviously, like Gold and Silver are kind of more sequels to...

I mean, there's ties to the Kanto stuff in those games.

So those kind of feel like direct sequels to the original games.

But these are the only numbered sequels in the whole series.

And we felt like that was different than the expanded versions like enrolled in Platinum and those sorts of things.

So we want to make sure we play these.

After having done that...

I don't know if we needed to in some ways.

And I'm curious what your thoughts are.

Because this is what I wanted to ask you up front.

Like, I don't feel like these games add a whole lot else to Unova and to this Black and White chronology overall.

Like there's some little additional wrinkles here and there.

But for the most part, there's not a lot going on in this game that I feel like is super vital.

Or all that engaging.

It feels like a very weird sequel.

It doesn't do the sequel stuff that I wanted it to do.

It mostly expands on it in a gameplay fashion.

It expands the decks right out of the gate.

No more restriction to just Unova that they bring in from the other four generations up front.

Some gameplay changes and things like that.

But on the whole, I feel like we still shouldn't have played it because of these gameplay differences.

And kind of to understand this duology of games.

Which is unique within the franchise.

But this is not what I was hoping for when we sat down and said,

"Oh, we're going to play Black 1 and 2."

Especially after all the hype that people talk about.

Black and white and its sequels so fondly.

I think maybe people are lumping the two together.

And that's kind of like a rising tide lifts all ships.

I think Black 1 being as what it is, elevates Black 2 a bit.

But the story and the world and stuff weren't as engaging as they were before.

It's mostly gameplay improvements and some regressions that make this game stand out.

Yeah, I think that's what's weird.

I don't know.

For the most part, I feel like nowadays, in 2023 when people look back and talk about these games,

I hear more praise for the sequels than I do the original games.

Like, "Oh, I didn't like Black and White."

But the sequels improved on a lot of things that I didn't like in those games.

And I feel the complete opposite.

I think Black and White 1 are both far better games.

And I think they have better stories and better characters.

They're just doing more interesting things in a general sense.

There are aspects of these sequels that I do like.

I like starting off in a different area.

The first two gems or whatever that you go to are different.

I like how they fold in characters from the previous games.

There is a time jump, so you kind of get an idea of what everybody's doing.

That's mainly, though, an association with Sharon and...

Is it Bianca?

Yep, Sharon and Bianca.

So that's kind of fun, but that stuff starts to sort of fade as the game goes on as well.

And then I think there was more potential with the Team Plasma arc in this game than what they do with it.

I really thought that there was...

They did something with Team Plasma in this game?

I missed that beat.

Yeah, I think there was a lot of potential with these games.

And then having played through it again, I was just very surprised by how little they actually do.

And so yeah, I'm left feeling kind of just indifferent towards these games in some ways.

I still think, generally speaking, this episode's going to be a bit different because we've already done the...

We've talked about the broad beats of Unova, like the decks and the map and the gyms and things like that in our previous episodes.

Broadly speaking, I still like the decks a lot in this game.

I still like a lot of the Pokémon.

They fold in other Pokémon from other regions and things like that.

So I think it's for the better in that manner.

But yeah, for the most part, I just don't think any of the new additions here stand out all that much.

And I don't think they're any more engaging than what was in the previous games.

It's difficult because I feel like Game Freak had such a good template for a sequel already in gold and silver.

I'm not saying they needed to add a whole new region and then connect the two, not retrace their steps there.

But the way that Johto and Kanto connected and the stories intertwined and the characters overlapped,

red being this final challenge up a mountain type of thing.

Like they had all of this great world building already established 15 years prior.

And it just doesn't seem that present here.

This does feel like that third game entry idea, that crystal, that yellow emerald type expansion on the previous game,

and not so much a full blown sequel as we see here and I guess in other ideas.

It really does feel like, oh, we're just in the same place.

Here's some references to the previous game and have fun with the new Pokémon and just like a slightly different route.

That's what I was going to say is it felt like the Pokémon series by this point had entered the phase where they had gotten accustomed.

Game Freak had gotten used to doing a third entry, Crystal, followed by emerald, followed by platinum.

And with these games, it was like Black and White 2 feel like they're very much like, well, we have to do this.

Like this is the kind of the pattern we've outlined for ourselves here.

So we have to do something new. And they're like, well, what if we just didn't do an expanded version?

What if we did sequels? And I think that's an interesting idea.

But again, this game feels very half baked in that manner.

Like it doesn't feel like I think the credits even kind of.

Indicate as much because the credits we were looking at this beforehand and like when you go back and look at the producer and director and composer,

Black and White, they're far more extensive compared to the sequels, which are very much slimmed down.

And so it's clear that they had fewer people working on these games.

And that kind of shows with some of the story stuff, I think in particular, where it just there's the story is only.

I feel like the story is only really comes to a head at like a couple different parts of the game compared to Black and White,

where I feel like it really kind of overarced across the whole journey and they were good about sprinkling in things here and there with every new town you would go to.

That is absolutely not the case with this game. And I feel like a lot of the story stuff is back loaded.

It is just. Yeah, it just feels like they they they were committed to releasing an expanded version of the Unova games in some manner.

They decided to go down this route instead. You know.

That was probably partially based on the thought of like, well, what if we did two versions rather than one?

That'll make us even more money, you know, like I'm sure that was a factor to a degree.

I. It's because a year after this game came out is when X and Y came out.

So I feel like we've got a core game for your team was absolutely working on X and Y by this.

Yeah. That's what I was going to say is I feel like the team was kind of working on the next big game while I'm not saying the B team,

but just, you know, a smaller team was working on black and white, too.

And you imagine, you know, the game came out roughly 18 months after black and white one.

I'm sure the development time on this was way, way reduced because they had the map that character models, they had the engine.

They really just had to do new sprites for any of the Pokemon they were bringing in.

And I mean, there's a national X in black and white.

So I say, I mean, you're talking probably didn't even have to do too much sprite work and they just kind of had to do the new assets,

the new areas, characters and new Pokemon and stuff.

I do have a video that will be in the show notes. It's one of those.

Did you know, gaming videos? I watched it a while ago while we were prepping this season.

I watched it recently, but it's titled What Happened to Pokemon Gray and Pokemon Z,

which would have been, you know, kind of before they started just doing DLC or I guess Ultra Sun and Ultra Moon were expanded versions as well.

And so I'll put that in there. But it has some interesting stories in there that I remember hearing about.

So I think that'll be at least an insightful video of this weird.

It's really a true transition for the Pokemon franchise out of not only 2D to 3D,

but, you know, expanded single version of a game to multiple games and 3D remakes.

And then we'll move on to DLC and big transition period for the Game Freak and the IP.

I think let's let's dig in a little bit deeper here rather than talking broadly.

I think the best way to do that probably first is just to talk about the story a bit more, because I feel like that is obviously.

We talked at the end of the last episode about how, like, I feel like black and white one really set the stage well for these games,

especially with how it ends with, you know, and flying off on the backs of one of the legendary Pokemon.

It's like, OK, he's still out there. He's still going to be present in the sequels.

And he does have a role in these games. Barely.

I mean, he kind of shows up and he's like, oh, let me drop my legendary Pokemon here.

Oh, no, it got absorbed by the other one.

It feels like he's only there to lead to a cool moment where the two legendaries fuse more than anything else.

And so that's pretty disappointing. But I mentioned this before, but like Team Plasma's arc in this,

I think I would I would I'm very much fine with the idea of, you know,

gets us coming back and just being like, I'm out for revenge. My plan failed two years ago.

I tried to I in fact, I really like his character in this game.

Like two years ago, I tried to, you know, sway the people of Unova with my with with my these these fake ideals

and this fake this fake this plan that I had. And now I'm just going to take over Unova by force.

Like, I like that idea. Yeah. Like it's very shows up at the very end.

That's what that's. Yes. There's no that is the issue if you don't know from the first game.

Yes. Team Plasma's entire arc in this game is very much just like we're kind of still alive,

but we don't really have a plan. And they're just kind of there for the first three fourths of the game.

And then all of a sudden they come out of nowhere and light up with ice.

And then. Kyurem shows up and then they just sort of toss him in there out of nowhere.

Like, it's very I said before that the story is very backloaded, but it is like they freeze the town and then and then you go and you fight a bunch of villains.

And then you get this shows up again and you fight him. And then the legendary stuff, even the legendary stuff in this game is super underwhelming.

You just fight the fuse Kyurem and then it's like, oh, no, it ran off. But don't worry, it'll be back.

And that's about it. Yeah. And then there's another showdown between gets us an end.

But it's it's so anticlimactic, like there's just they had so much potential here.

And I think if gets us was more face forward and was just, you know, from the start of the game, like I'm back and I'm taking over the region by force this time.

No more no more trying to play nicer. Pretend that I'm a good guy and convince you all to release your Pokemon naturally.

I'm just going to exert my will this time around through the power of this legendary Pokemon I have.

I think if that would have been an overarching thing that had kind of presented itself far earlier in the game than this story would have been way more compelling, because then you could have introduced and and stuff like that.

And had him come back and be like, OK, I got to stop him again. Like, there's just a lot of.

This is where it feels like they ran out of time, you know, talking about the compressed development timeline. There is it's just so apparent that they could have done more in this game, but they did not because this was such a quick turnaround on this game.

And it leads to the game feeling hollow. And yeah, I don't know.

I mean, like I said, generally totally fine with an evil mustache twirling villain coming back and just be like, I'm going to light up the world with ice and all sort of like.

That's fine. That's goofy. It's Pokemon. That's that's that's totally, totally solid.

But it's just that it doesn't have an impact over the course of the entire game that left me feeling wanting.

Yeah, I mean, I wrote down that there's almost zero plasma plot, six badges in which that's pretty substantial.

I mean, they show up and they're around, but they kind of like remember us from two years ago. We're here and we have new costumes. Let's fight.

It's there's no even even Professor Juniper is like, oh, they're talking about this really cold dragon.

Come listen to this old lady tell a story. And she's like, go talk to the dragon man to learn about the dragons.

And it's like, why couldn't have this been seeded earlier? Like maybe you're learning about the lower or as a new protagonist, you go back and you're learning about the things that happened two years ago.

And maybe your your rival, your friend is also like this lens to learn about the past because he's got major beef with with Team Plasma.

That's not really revealed until the midway point either.

Like the source of that. But instead, your character feels pretty oblivious to everything that happened two years ago.

And everyone's just like, remember that time two years ago? Oh, two years ago.

But we're not moving forward or developing an evil plot here until the very end where it's just like, ha ha.

I am here to freeze everyone. Let me fuse Pokemon.

I think one of the other biggest problems that I had with this game is that like there's so much talk about what happened two years ago and so much.

But like with those original games, your main protagonist, especially compared to this game, it has a pretty intrinsic role to the plot and has it plays a pivotal part,

you know, in ends development and in the other characters development.

And so for all of those characters to come back, but the main protagonist that you played as from the previous game to just be completely absent feels very strange.

And I know that's a hard dynamic to balance because it's like that player character is supposed to be the player themselves,

a sort of in this world, but they've done stuff like this in the past.

Again, with red. Yes.

Like so I feel like they needed to bring back the protagonist from the first.

I think the protagonist should have been the champion.

That would have been a great. I think that's exactly what should have like and could have been there helping out along.

It's not the first time that they've just taken a character that you would name like in reading up about this game.

I learned that the rivals like canonical name is Hugh, you know, not whatever you give it.

Yeah. So it's like they could easily have just given them the default name that whatever the names are in that in black and white one.

But just to also name him black or name him wider, whatever, like it doesn't matter.

You can name it M and stay in.

But the also having the friends of your protagonist from the previous game just not really refer to it or acknowledge it in a major way.

Like Sharon being like.

Two years ago, a thing happened or Bianca just being like, I'm going to investigate things.

Your character from the previous games was the one who saved everyone and rescued everything.

And they just don't even like acknowledge that there was a person that did that.

Even end doesn't acknowledge it and just says, I learned a lesson, you know, two years ago about how humans and can be together.

It's it just feels so for a sequel, it feels so disconnected from it.

And then your original game and like you were saying, it makes the character in this game feel like this is the most like.

Blank slate, like non like your character in this game does not have any part that I feel like they play, like especially looking back.

That's all. Yes. Like especially looking back at some of the previous games, you know, like I always think of like I feel like the game where they do this best is like with Ruby and Sapphire, where it's like, oh, you're the new kid in town and your dad's a gym leader and stuff like that.

It's like you have like your character kind of has like certain defining characteristics and relationships and things like that. And that is just totally not the case in this game whatsoever.

The only thing you're really introduced is this character from a small town.

You have our sort of rival who keeps whining about his sister's purloin that was kidnapped.

And he whines about that for quite literally the entire game. He's the most one note rival ever.

It's, it's interesting to call him a rival because he doesn't even want to be the champion he is very focused in, I must get revenge, which is interesting, because even at Victor road he's like, let me fight you one more time, and then he encourages you to go become champion

like that's not his desire.

I think he harps on. I think it takes too long to figure out that like the Pokemon has significance beyond its sisters like it was his grandfather's that he gave to his little sister like, I feel like there could be more character development instead of him just being mad the entire time.

It felt one note in that way, and there's no problem with like a hothead rival, either.

Yeah.

But like his just his. He doesn't, you will feel my full rage. He doesn't really change over the course of the game in any substantial manner and yeah like you were saying like, I did like his one line though, after he gets the cat back the Leah, Leah part or something.

Yeah, and he's like, well if we let team plasma go no more Pokemon will be hurt, like this one like that actually was like, oh, he's struggling with this one.

He's struggling with this right now like he just got the cat back but it's been brainwashed by these like ghosts ninja assassins, and he's like, maybe they should just do what they want.

So no one else gets hurt. I thought that was cool but again you have no time to actually sit in that because the next time you see him he's like, again, I'm going to battle you one more time.

Again, very backloaded only happens at the very end of the game. Yes, yes, three fourths of this game is so much the same, and you go to every town in every town is basically identical and structure except there's maybe like one very tiny new thing that they throw

at you. Like, I think I'm like the cold storage area is gone and now there's like this yeah now it's this new little battle arena thing, which is kind of quiet like that tournament that tournament sort of, I, I learned that if you go through that and you beat

the champion of the PWT. That's the real life Pokemon world champion at the time. I forget the guy's name. That's it. Yeah, I watched a documentary about it and so they put him in the game because he he had won three years in a row he's the only three

PGC champion.

And you can go to the people here and they'll open streets and just talk to people around the world and you can get them to come here and I like talk to everybody in the game and never found anybody who's like yeah I'm looking to open up a shop on a random street or whatever.

And they don't think they flush that out with like that's what I'm saying like every town you go to have like one like very tiny difference, or they make you go out of order, certain times like the Dragon Town is basically the same but it gets frozen over and also it's the seventh

instead of the eighth batch and it's just like very very tiny tiny things that don't matter in the grand scheme of things but like, I don't know, I will say I did like that they make you go get up to like the top point of the western side of the map and then you jump

to the eastern side of the map that makes the whole map feel more kind of you've been everywhere. By the end of the game because I know in the previous game you're like, Oh, I feel like this game is going to keep going onward because I haven't gone to any of the cities on the eastern part of the map.

And you don't until the post game. That's the secret. So, I do like that they try to make you some more of the full, you know of a map, even though I asked the bottom section is just completely left out because you don't go into any of those initial

you don't go back to you don't go to the part where you started in the first game until the game like that's the new post game area which is. It's cute. And they created the whole new area in the lower left corner.

It's.

You know, if you've, if you played the first game and especially for us because we played these back to back.

You know, you can see like the characters and the changes there and stuff but it's, it's nothing too substantial like I don't feel characters really grew or changed all that much, I think, actually like Sharon I think has a major.

Maybe not major but him being the very first gym leader that you face, and it's a bunch of week. Pokemon, it's like almost feels like punishment for his quest to become the best and the strongest.

And so I just don't care too much for that. I think Bianca.

I do feel satisfaction with Bianca's arc though she found a calling and something she wants to do and she's out there doing it and exploring and researching. I think that's actually pretty cool, but even her role fades as the game goes on.

Yeah, she needs to have a major pivotal part by any means she doesn't really in the first game, either.

But yeah, like you just kind of, she starts starts to fall off the longer you play.

I want to go the professor till halfway through. Yeah, that's it, which, whatever. Fine, I guess. The one other person that we haven't mentioned that I wanted to go back and talk about in association with plasma and there's a couple other things I want to mention in association with plasma and their kind of arc in this game.

And I feel like Team Plasma is important because there's a lot of, again, there's just a lot that they could have done with them as a group in these games to make these sequels, way better, and they just don't. They introduce like another antagonist with Colerus, who's like not even an antagonist for like half the game until just

just a science purist. Yeah, and then he's just sort of shows up very late in the game and he's like, Oh yeah, I've teamed with partnered with Team Plasma and I'm trying to bring the strength out of Pokemon and blah blah blah blah.

It's like, Okay, sure. And you fight him. And he's like, Oh, you beat me. Goodbye.

It's just there's no real team plasma now. Yeah, there's no real arc with him at all. He's just kind of this new guy with a weird haircut that keeps showing up. And you're like, Okay, who is this guy and you think he's going to have a larger part to play and he never really does.

Even then he's still second in command to get this, like, so I feel like it would have been better if they would have almost made him the final boss, like, have gets us come in and be like, I need revenge and this Culverus is like no actually we as team plasma now have new ideals and a new motive

and you're the past and I'm the future and I'm the true villain and nope, nothing like that ever happens. It's just kind of like I'm a science boy, and I have a weird haircut and I've decided to partner with team plasma Oh darn you beat me I guess I'll disband the group now.

He's a very strange character. It's a it's a weird one. I. Yeah, it's just, it's just more botched character development story progression. Yes, yes, I, I don't know, it's, he's definitely one of the most recognizable people just because of that haircut, but again,

final thing I want to say regarding the plasma to, and like just the potential and what they could have done. I love the idea that like team plasma has fractured, because even in the first games you saw this, like some people are like questioning, you would run into random

grunts throughout the game like I don't know if I should be with this group should I leave this doesn't sound right.

And like so, so the first games did a great job of like setting up that like not everybody in team plasma was on board with what the group was doing and obviously by the end of that game.

They kind of disband and now there's a bunch of former team plasma people and these games. There's like neat whole sex of them I think the one that gives you the zero in north of one of the towns I think the fifth town, I think, is yeah.

So there's like some of the former like major team plasma members that are like oh yeah now we don't follow the group and we're trying to rehabilitate there we're trying to rectify our wrongs from the past which I think is a good idea.

I don't understand why you don't then have like this anti team plasma like go up against the current team plasma or anything like that like, again, there's just so many things they set up that would make sense for logical like big story moments and then they just

never happen. And it's like, well they do kind of have them fight there right before the frigate.

Yeah, a little bit, but it's. I almost wish they kind of were sprinkled in more spreading the gospel. Yeah, we have changed and we're trying to mend what we did two years ago, but they only come up every now and then and I feel like it's not.

It doesn't feel as widespread or immersed in world, I think it would have been better to see these different sex rehabilitating in each town or have people travel and they're spreading the word kind of like team plasma was in the first game but a different

message this time.

It's.

But it is cool to see them and also they're, they're trying to serve Lord and still, and there is a. I don't know if you did this but you can link your previous save to this game, and if you interact with certain NPCs you get these flashback sequences

that show what happened in the intervening years.

And not do that. So I saw a couple of those I didn't like seek them all out but a couple of them and they show, like, one was these team plasma members talking about where is Lord and like why is he forsaken us is what we were doing right or wrong should we be for plasma

against it, and they have this long cutscene about it and then end shows up at the end and stuff in this flashback sequence and it's, it's a shame that that was locked behind sinking saves I get that's cool.

But, yeah, like a way to reward people for both and people who played who played both. Yes.

But it just like, I don't know that it's it. That's good story stuff that's locked behind save progression, essentially.

Yeah, I, it's, I don't know, there's just a, there's these games more than a lot of other Pokemon games that we have played over the course of the season I just have questions about like, what happened here, like, again, lots of potential, lots of good ideas at a baseline level.

Why wasn't this expanded on what exactly went down, like you can see where this game would have been like fantastic one of the best in the series. And then they just don't go far enough in certain areas.

And it really ends up dragging and all that again, talk a lot of it up to probably development time, the fact that a smaller team was working on this game with a compressed development time, and that's probably the reason why it is like this but alas, you know, I don't know.

This is the game we were given as a result.

Yeah, it feels more like a bummer than ending on the high note that I was kind of anticipating based off word of mouth. Yeah, I did want to ask you about last sort of story thing I think we should touch on is just the legendary.

And we mentioned that there's really not a lot to say, I will say I like that team plasma gains control of the legendary, and then puts it to use by trying to take over the like that's a new thing like.

Typically the leaders are you know vying for the legendary Pokemon of the region, and they never your plans are always thwarted right beforehand and then the player character gets a hold of the legendary for themselves or whatever that's typically how it goes down.

I like that they do get a hold of Kyrem this time around, and then they again start freezing things up. I also like the idea that there is, it's kind of tacky, I mean this is my problem with Kyrem kind of overall and how they pitch him in this game is that in the previous games,

like Zekrom and Reshiram are supposed to be like a yin and yang type thing like they keep each other in check and in balance and then in this game it's like, oh yeah but there's also one other one that everybody forgets about.

And it's like, okay.

Well, the way I understood it was that Zekrom and Reshiram were one Pokemon and then split with the twins, the truth of the ideals and this is like the husk of the one body so it's, it's cool.

And then that plasma team plasma so integrated into the lore of the Nova region to like use these Pokemon and they would exploit that lore in history to, you know, abuse and manipulate Pokemon to get to their ends and stuff and I like the fusion thing.

I don't necessarily like, I don't like how DNA splicers are just like a thing suddenly. It's like, ah, well let's just steal these really quick. Yeah, I feel like it should have been a more like a natural thing between the Pokemon like when they clash they mesh or something like that.

Yeah, or like maybe we learn across the course of our journey about the history of you know the and these, these legendary dragons instead of just mentioning them we've learned about their, their plight and maybe it's like, ah, someone thinks they saw black dragon

over here with a green hair boy. And like maybe you're, I don't know, it's just, there's so much potential to expand upon this lore.

And I wish they did because there's some cool stuff the fusion is dope. The fusion is really dope. I mean, this can lead us into talking about the gameplay elements but I feel like the reason the DNA splicers are even a thing is for a gameplay purpose

rather than a story purpose. And that's because when you capture Kyra or and then pair it with one of the others. You use the DNA splicers as a key item to either fuse them together or separate separate them.

So, it's kind of served that purpose for the player to fuse them together if you so choose once you get them.

But also, yes, it's kind of, it's kind of strange at the same time just like, here I'm going to toss this DNA splicer into the sky and oh no now we're now they're combined Oh, has guns.

Yeah, it's really cool. Yeah, I mean, I mean we we can, we had this jotted down but some of the movies in this game I think are neat.

This is the one of the first games where I think they really do this is use the 3d animated cut scenes like they do it they only do it a couple times.

They do it once when the town gets frozen up, and then they do it in another instance with the battle between Kairam and the other legendary Zekrom or Reshiram.

But, oh, you're talking about other movies.

But yes, the animated cut scenes, I think are very cool. They're very cinematic in a way, I, you can tell they're very much inspired like even like how nice the cut scenes are.

Even like how the music is kind of set during those sequences I it's like major Godzilla vibes.

So, it is cool.

The.

I like the concept of an ice dragon as well as the legendary that's one of those cool pairings that's like ah this kind of breaks the rules a little bit.

That's neat.

And I like that you can't catch it the first time, because you could just throw a master ball and finish it so I like that you actually had to fight it all the way.

I kind of like that but I also kind of hate it because it's kind of easy to defeat, and then it's just gone.

That's true. In like Pokemon Sword and Shield, it was you had to beat it, and then you could catch it after you beat it. Yes, so that you know they at least would go on to fix that type of mistake later but it's, it's cool that they make you fight.

Kairam or whatever it's called when it's fused.

Talk about the movies, because I brought up the wrong movies, and you're talking about a different type of movies. That's okay.

Because before that bullet said plays like the theater, so I just change it to the movies.

Yes, now you can create actual Pokemon films in these games which is dumb. I don't know, it's, it's a thing. I mean they always put little secondary things in these games.

Yes, well I mean these are games for kids and like I'm sure I'm just mad that they make you take 30 minutes to do this.

Yes, that is always the big thing wasn't it was just like, oh, here's the theater, why don't you go on to play. And then you just turn around and leave.

Yes, with the movies, I mean, the good thing is is that the movie studio is ran by a Mr. Stu Dio, which I really liked. It's a good name.

It's a very, very good name. And so that I think that's, broadly speaking, the movie part of this game. It's annoying that you have to play through it.

I think it's how it functions is as far as like the other secondary things that they've added in the Pokemon series over the years I think this one is one of the better ones I would guess like it's not amazing and I'm not going to spend extra time doing it outside of the tutorial section where they force you to.

I would prefer to do that sort of thing then beauty contests or something like that.

You're at least there's gameplay tied to it where you actually do a Pokemon battle follow a script.

Yes, and you know, it's almost like a, you have to fight a certain way which is interesting. Yes, but I like, I like, I like that forcing you to do it for like half an hour is not fun, it kills kills the pace.

Yes, I agree with you. Other than that, I mean, a lot of the other gameplay things I feel like are recycled from the other games, you've got rotation battles back triple battles are back.

Is there anything else in these gameplay wise that was really drastically changed or different this time.

You actually gain experience at an acceptable rate. Oh, yes, this is true.

Oh my gosh, it feels so much better. I way enjoyed my time leveling up in this game. I feel like part of it is because they put higher level Pokemon in front of you.

And so you're gaining experience at a better rate because the Pokemon you are facing are actually kind of beefy throughout the game like I felt like I was leveling at a decent rate and I would still run into trainers and they had Pokemon three or four levels higher than me and I was like, Oh, darn, geez.

And so there is like an inherent challenge there but it also ensures that the experience you're gaining constantly is of a higher rate and you get to the end of the game.

It does feel this is, I will say this is absolutely one of the better leveling, like, grinds in the entire series. I think it feels like the right level of little grind a little challenge, but you're never at such a deficit of.

Oh, I'm six levels behind and it's just like a struggle. I gotta go into that I gotta go into victory road and grind for the next 40 minutes to train my Pokemon up and then I'll go back to the elite four and try to face them again.

Yeah, nothing like that ever happens, but everything still feels like there is a difficulty or a challenge, which is something that absolutely starts to fade in the series.

From here on out really after yeah right and why it starts to absolutely become way too cupcake easy and then they start to fix that a little bit more later on.

But, yeah, what's funny about that is like, we're saying they found a perfect balance here finally and a great balance here with these games and then they go on to totally just toss it out there were no extra share for everybody it's like no, you did it well here.

Keep this keep this keep this in line for all of the future games and then they just absolutely don't do it.

It really did feel like kind of this perfect balance of gameplay like Pokemon that kind of like perfected the formula right here as far as battles and gameplay go.

They still the gimmick of like a rotation battle but there's double and triple battles which are interesting strategically on their own.

The battles themselves are snappy, you know status effects, different moves. They're animated beautifully but they don't take too long, the health bar moves that a good rate yes, like everything feels balanced here in this game, and then it then it goes to not balanced,

kind of from here on out and it was just such a bummer. But I am really glad because that was like my big issue with black and white.

One grinding was the leveling grind, kind of that pacing angle of the game, and I almost it's, I wish we could merge the two it's almost take the, like a twin snake situation take the story and stuff from the first game will put the gameplay of the second game

in it, and that and honestly maybe a fan mod out there I don't even know but sounds like something the Pokemon community would do.

It was a really fun game to play this time around, it was really great to build my team level up. It just felt good all around, and I liked having Pokemon from the previous generations show up this time around, while it may not have been necessarily explained

comparatively like while the sudden there were 300 more Pokemon. Yeah, it was cool to see them come back in a, in a cool way without it being such a drawn out thing of, oh my gosh, there's a Jodo Pokemon over there.

It was just like yeah here's a here's an electric sheep.

I feel like they still put the Unova region Pokemon front and center, more than anything else, like they don't ever.

I think that's always been my annoyance with some of these other games where they do expand the decks outside of, and a little bit more in the expanded versions like you know, Platinum Emerald so on, is that some of the new Pokemon that they do introduce kind of end up taking the spotlight away from the ones that were originally there

and I don't feel like that's the case this time around I feel like, if anything they make it easier to get some of the other ones like I think of whatever the first evolution of E.electross is I think that's a little bit easier to catch in this game this time around.

Yeah, I think that's a little bit easier to catch like the catch rates for that and Chargestone Cave are a little bit improved this time around. So, so that's nice they tweak when things show up level up and things like that, it's all.

Good and acceptable it's a good spot.

Yeah, to really not, I feel like we've been very negative this episode on this game but I do want to stress like, kind of like we were saying, gameplay wise I do think these are some of the best Pokemon games in the entire series, both Black and White 2 and Black and White 1 like, I think these are some of the best, I love these decks, I love all the Pokemon, I love the Pokemon they add into the decks in this game.

In time you put Growlithe and Arcanine into a deck and allow me to catch it easily I'm going to love that.

So I really do think like gameplay wise these are absolutely some of the best we're just not talking about that a lot because I feel like we got into the intricacies of that in our first episode and there's not a whole lot left to say this time around.

So if you want to hear us expand more on those thoughts and you haven't listened to our first episode on just Black and White you can go back and listen to that and we'll dive into that a bit more.

The last thing on like a gameplay element that I wanted to bring up though was something we talked about before the show.

Okay good I was going to make sure we got this up too. Because like Black and White 1 are so good about like basically not making you have to use HMs at all. In fact I don't think you have to period. Even surf is not needed in those games to my knowledge.

You can get from the starting town to the elite 4 without ever giving one of your Pokemon an HM which is great and that's how I think it should be and obviously the series later on started to move away from HMs and any sort of traversal methods you needed it would just give you naturally.

I think of like sword and shield and stuff like that where everything was like tied to your bike or whatever.

Hunchkrow would come pick you up. Tash. Sure things like that.

That is not the case in this game. It's very annoying. They don't go. They are so close like you get to the you get the Victory Road you need surf, which is I don't think a huge deal because there's one HM I don't think people have a problem with it is surf, because I feel like every

surfer I think yeah surf is the one that I think everybody always gets regardless to some degree. So that's a good move to have in general. Yes. The problem is you get to the Victory Road, and then all sudden you need strength as well, which is like, you just need strength

once. Yes, I, I actually on Victory Road I just took two of my team out and put in to low level Pokemon and strengthen fly and surf on them, and there's always the classic you go, you go the HM slave route, and you just get a Pokemon that can learn all sorts of HMs

and you run through Victory Road with them or whatever. I mean I've done that plenty of times but it is very annoying that the first games got it right. And then in this game for some reason they just hard lock you at Victory Road they're like nope we're gonna make you need strength

this one time to advance and I don't know why they do that. It would be so much better if you could just delete an HM to. Yes, yes, like to go to a move to leader to make that change, the later games have gotten so much got so much better.

With that stuff like again, like Scarlet and violet where you can just manage your moves in the menu on the fly anywhere. Yes, it's fantastic. It's great. It's awesome. I love those that about the later games, but yeah, it's, it was such a bummer, always I'm in the habit of what

HMs do I need to get through Victory Road and when I read this time that I needed strength, I was like, I did, I did the same thing because I ran into the older close, I ran into the boulder at Victory Road and I was like wait a minute, there's no way they're going to make

me have to learn strength right now they've gone almost two full games without having to make me learn a specific HM you know other than surf which I'm already teaching my Pokemon.

Like there's no way they're going to make me do this and I look it up and alas there it is, you do need strength. It's like, this sucks. So, very annoying, very frustrating, not a fan of that decision I don't know why they did that but whatever.

Yeah, whatever indeed.

Music. Again, lot of commonality between the two games, I think there are some new tracks here this time around, specifically the battle theme I know you know that was a lot better this time with the rival battle theme.

I said slightly better, slightly better. Yes, like it. It's, but you know what was a regression was I think the team plasma battle theme. I think they.

That was a step back to the bumper.

A lot of the, a lot of the themes from the first game do return though so again there's not. Yeah. The wild battle trainer battles are the same.

I did note that the, the goddess theme is better this time around.

I had a big bad last time so that that was a bit more fitting, but the champion theme was a bit lackluster this time around so it's like yeah we can all win here, but some that I wrote down.

You know I like the first town aspera city.

I thought that was really sweet. I liked a della town a lot.

And these could be the same from the first game I'm just noticing them more here in the second one but and Ella towns beachy Animal Crossing vibe was was good.

And I like to route 13 which is right after and Ella town was kind of all pair nicely. And I really liked the cave theme of the cave the cave themes really good.

It stood out to me this time.

I mean a lot again a lot of them, all of the music that does return to is like remixed or revamped in some sort of ways like you mentioned that gets his theme.

The end battle music you can face him again and that's a little bit different this time around to same same melody same broad beats, but they do some different things with the instrumentation that is being applied in those tracks and it makes it feel like

even though some of the song, a lot of the songs do return they still feel fresh, which I appreciate, because I really feel like they could have just you know, included all the same songs and not done a whole lot with them but the attention to detail that has always been

made with the Pokemon series when it comes to music I feel like is top notch, and that really doesn't that that doesn't prove to be any different this time around with with these games and I appreciate that.

We've also got jotted down here postgame I know both you and I didn't really do anything postgame this time around. Yeah.

There's a lot to do I mean we talked about the new areas to explore.

Oh yeah, that was one thing I wanted to mention to you how do you feel about them putting the three legendary Pokemon from the region in front of you as you play through the game, and they're like you should catch these because they'll help you fight Team plasma, that's a much different thing than they've ever done in the games previously.

I didn't catch a single one of them. Did you just kill them all. Yeah, I tried to catch them but they kept breaking out of the Pokemon. Yeah, they have this kind of move along here.

They definitely have very high catch rates, for sure. Yeah, they're cool. I, they're not.

They're not my favorite. It's a it's Verizon or Verizon, Verizon, Verizon T Mobile and at&t.

And then, and then Tarakion again, like, I didn't catch them either. For what it's worth, but I again, it's more just the idea that they put them in front of you and they're like hey you should you should get these.

It would be worth your time to go capture them. I think that's a cool sort of idea. Also, in these games, I mean, we didn't again didn't toy around with the post game too much.

But Landorus, Thunderous, and Tornadus, don't they have their different forms in these games as well. You know what I'm talking about. I believe so.

That's where they, that's where they introduced the different forms I think is in these games. I want to catch them. They are ones that I want to like go ahead and get. Those are those are the, those are, that's the cool threesome to have in this game and there's two different.

Yeah. Three sets of Pokemon, and those are definitely the.

Like big and competitive. Not in our series for members that still are here. They're pretty, pretty powerful and competitive scene at least they were.

And we haven't talked about it either but like I think the legends overall in this decks are quite cool. Yeah, yeah.

Like Keldeo being a water fighting type is cool. And then we've got Meloetta, which is like a musical note sort of legendary Pokemon, which is where Genesect is really cool.

Genesect is how Genesect's design and Genesect was like a, there was some sort of like promotional thing that you got with the game when you originally got black and white to for Genesect.

There was a way that get him so I was, I was looking this up, you can still get these Pokemon these event Pokemon, because they're registered to like an IP address or something so like you can just set up an IP and it will come in as legitimate because it's

coming from these websites or whatever not cheating hacking. So I kind of want to go back to our promotional event or whatever. Yeah, so like you can go back and get some of these which I think is really neat.

And I kind of want to do that to get you know the Genesect and Kaleido and stuff, just to have them when we do the great migration, because you and I both here.

Yeah, end of the season get to finally do our big pokebank migration into Pokemon home. That might be my big project over the over Christmas here.

I'm excited to do at home with my at home with my, my girlfriend and my parents will be like what are you doing I'll be like a mass transferring Pokemon from across nine different games.

I caught this Pokemon years ago.

Now it's gonna be safe in the cloud.

Yes. So, that'll be the fun part I've been very much looking forward to that here at the end of our season.

But yeah, I want to call it some of those other legendaries because again I know we historically haven't done a whole lot of postgame stuff throughout the course of this season, I think the most we did was was gold, our gold, silver, golden, so yeah hard gold

and silver, but that was just because had to be read. We had to be read. That's, that's the rule with those games. Mm hmm. So yeah, but there's, there's a lot of good postgame stuff in these, I remember from back in the day, I definitely played black and white one.

A whole bunch. We're going to have a two part discussion here to wrap up this episode, just like these two games.

Yes, just like these two games first, first part, I mean, what do you think, again, the legacy of black and white to what are the legacies of these game in your mind, and I feel like this is a very sort of obvious one, and some sense only direct sequels.

The only direct sequels if we're not counting, you know, golden silver is direct sequels which they kind of are but aren't name, you know, these are the only games that have a only mainline Pokemon games that have a number in their titles.

Yeah, so, which I don't think we'll ever do that again either.

It could. I just don't think they'll do it again. Yeah, I mean, that is the big thing with these games. And I'm curious to maybe broaden this discussion out a bit about like what these legacy of these games is like, obviously we're in an era where remakes have been rife and have

black and white are next. These are next on tap but given that there are sequels I wonder how they would handle remakes, would it just be the first games. I feel like they would just do the first games and then they'll do black and white too.

Yeah, but you know that it would be a same sort of situation like with what's happening with persona right now with persona three remake they're doing everybody's like why aren't you remaking the persona three fans content Why aren't you adding the female protagonist from persona three portable

it's like there is extra stuff here and I feel like no one's going to be fully happy if they don't do like a comprehensive remake of like everything in some sense and so I would wonder what game freak would do I do agree they would try to remake the first games, they could do what they do here at the end of this game after credits roll, you unlock something called challenge mode which is a harder difficulty mode.

Maybe once you beat base black and white, you unlock the black and white to store content and it's a tougher challenge, almost new game plus in a way I don't know if your team would carry over with you but, or whatever but you kind of can you move forward

and go through how the world has changed in the two years more directly instead of waiting three years for the next remake and you know, and it's a different art style and they don't feel conjoined because whatever art style they do for black and white remake, which I can't imagine is going to be the same as diamond and Pearl.

Yeah, please don't do the chibi style diamond and Pearl stuff.

I think it fit those games but I don't want to see it again. Yeah. So, it's an interesting problem maybe they do put them together.

Obviously it's not a lot of narrative different content.

They would have to unify the gameplay front across both though and I would hope it'd be more in line with two than one but.

Well I wonder if even if they stuck to the story of the first games I wonder if they would then you know, like, let's add the opening area from black and white to like that Southwestern region where you start your journey this time around and where the first two gems are

and maybe they could add those into the game as like a postgame area of some sort that you could go to and there's different types of Pokemon and different legendary I don't know like there's a way where I think they could kind of do everything that has been seen across both of these games.

Tell only one of the stories I think the first story is the one you tell.

Obviously one.

Well obviously I mean that's the one they're gonna do, I guess, and you really can't do this story unless there's a time gap. So, you kind of have to just do the story of the first one I feel like and just leave it at that but you could add again, the different gameplay elements we've talked about add some of the different locales.

You could add that opening area from black and white to the opening first set of like what two or three towns before you get to the middle portion of the map, or the mainland portion of Unova.

I feel like they could do that in a remake and that would be interesting.

I really don't feel like, I mean, this is like our most like basic legacy discussion like these games is just they were the sequels and they're the last Nintendo DS games but even that doesn't really like hold a ton of weight because 3DS is still DS in some sort of way and there wasn't a monumental show from entries.

They still bought these games and played them on their 3DS. Yes, yes, probably how most maybe most the 3DS I think was still \$250 at the time so maybe not. You know, I'm looking here on the Wikipedia it says total sales for these games 7.8 million worldwide explains why.

Which is not all, which is not a lot for Pokemon games.

Especially if you look at like Sword and Shield. I'm sorry that was as of January 2013 so that may not be final sales. Well, I mean they probably didn't do. I mean, let's say there's give or take 10 million out there.

These are definitely I think the second most expensive.

I mean, well, I guess third if you throw Emerald into the mix alone.

Emerald's like yeah 200 bucks. These are like 150 complete. Yeah. Yeah, obviously the complete Game Boy games are always more expensive because no. Yeah, I'm just talking about the cardboard stuff like this hard gold, soul silver at the top.

Anyway, these are some of the most expensive and I think maybe the most forgotten because of that sequel. I don't I don't remember the conversation really around in 2012.

Completely but I do remember a few friends being like they're making a sequel instead of just like gray or whatever like I I remember some consternation there around.

Now they're just milking it for two versions. So if you want to buy two extra versions of the game instead of just the one. And so it's.

I don't know how well that has been received in hindsight. So I guess we'll see what they do when they do remake it if they remake together separately.

There's the chance to do gray. Always go back and just do very make up a game that never existed. Yeah.

And so for part two of our sort of legacy discussion here, obviously we usually end episodes talking about the legacy of a single game but this is our final episode of the season at least for for now.

We'll probably obviously come back and add new episodes to the season as new Pokemon games come out because obviously that will continue forever.

But I mean, I mean, really quick, maybe to kind of bridge these two. The new DLC for Scarlet Violet just came out and it is in the Unova region.

It is actually like I kind of I really want to play it really want to play.

I have the rule I've purchased the DLC I have not played it. I've been tabling some of the stuff, some of the newer stuff like you know I have not played Arceus yet.

You need to play that now. I figured that would be a nice little carrot on the end of the stick here for me once we got through all of these games to go back and play Arceus now if you feel like that'll be fun.

And then the DLC for Scarlet and Violet and I feel like the DLC for Scarlet Violet is a good time to go back to those games because that's where we're going to have our ultimate pokey battle as well.

Ultimate pokey battle. Yes. We're going to have them in the latest entries in the series, which I don't know if it's a good or a bad idea, but so see how it goes.

But yeah, I mean, this is I mean, we mentioned it at the top. This has been our largest undertaking to date.

We've played through every single game in the series in some capacity now, obviously not some of the older games where remakes were available. We played through those. I mean, there's still a lot of Pokemon blind spots, I guess, in that sense that we might have here.

But we can now speak definitively to this whole series.

And I guess just broadly, Max, for you, like coming into this, you had obviously not played far more games in this series than myself. I had only not played, I think, like three of the mainline.

It was Sun and Moon, Sword and Shield. And then obviously.

Scarlet and Violet came out as we were doing this. So.

I had I had a far more comprehensive look at the series compared to yourself. How do you feel having now played everything?

What do you think of the series overall? Just broadly, where are you at?

I was told you earlier, I may have even said it in the show, I don't remember if it was pre or post starting, but, you know, we start playing in April or so of twenty two.

And at that time, I had only played two Pokemon games, really. And I came to find out I really played a lot of X as well.

You know, seven badges deep, but say three games to be generous. Blue, Diamond and X.

But I had I can tell you the type chart, I'd like only really knew the Kanto Pokemon, my my knowledge of Pokemon was very empty, total novice.

And now, I mean, I'm out here building hyper focused teams. I've got this type chart pretty much down.

I. I feel like I understand the people that say generations are mechanics and not Dex Pokemon, they're still wrong.

But the I understand their argument a bit more now. It's cool to say that I have finally played all the mainline Pokemon games.

I can actually speak to every generation of Pokemon, which has been a franchise that is a constant in my life.

And now I have a touch point for how the series has evolved. Where it's going, what I'd like to see from it.

You know, I have played Arceus and scarlet and violet and like that is a direction that these mainline games need to keep going in is open exploratory.

I mean, dude, when you play Arceus, it's so it is exactly where I want Pokemon to keep going.

I love really we should maybe they should do a legends, you know, genocide or something.

I don't know. Just the legends, you know, of a type game.

I think that would actually really dope with all of the lore here with Unova and the twins and the splitting of the dragons.

Like, it would be really cool to see Unova come together that way.

But it is a series that is kind of it's breaching a new form, but it also needs to tighten up its graphics on level three, so to speak.

You know, these are still the best looking Pokemon games that we've played all season, black and white, too, specifically.

And it's a shame that these games run in such a poor state nowadays.

And I really want to see Game Freak kind of bring that up to match the gameplay promise,

because Scarlet and Violet are still fun to play, even though they look atrocious and run like hot garbage.

So it's there's still room for improvement.

You know, I think the stories are getting better.

I maybe we can come back to black and white in a more mature way going forward.

But I'm glad that we did it. And I don't think I would have done this without the show.

I don't think I ever really would have gone back and played a game like Sun and Moon or X and Y.

Yeah. You know, I probably wouldn't have played Alpha Sapphire, Omega Ruby.

I probably would have played the Game Boy version instead.

But I can speak to this whole series a lot better, I think, which I find valuable.

I don't. What about you coming back after a lifetime of Pokemon?

You know, this is the first time revisiting some of these games, I think.

Well, I mean, first off, to go off of what you said, like, yes, I imagine this is like I knew this coming into this season that like this would be cool for you to do, because this is like.

We'd have to double check.

But I'm pretty sure Pokemon is like the largest media property on the planet.

Yeah. Like just overall comprehensive sales for everything.

Obviously, they're not the highest selling video games ever alone.

Or maybe I don't know. They're up there. This is like one of the biggest media properties in existence across the anime, the merch, the games, just everything.

And so, yes, it is cool that you can now speak to it all.

It's the highest grossing media franchise.

Yeah. OK. I thought so.

Eighty eight billion dollars. You know who's behind it? Mickey Mouse at fifty two billion.

Yeah. Yeah.

Yeah. Pikachu's got Mickey Mouse beat all day. And now you can speak to all of this.

And so I figured that would be a cool thing for you.

I mean, obviously you weren't blind to Pokemon by any means, but like it's cool that you can now talk about the whole series and how it has evolved.

Unintended and just grown over the years. As for myself, the biggest takeaway I have from this season is that these games are just still like.

Like I like I don't I don't know how you feel now at the end of this and maybe you're just Pokemon out and you're to take a massive break.

But like. These are like comfort food games for me, like there is a there is a structure to all of them that is very similar and very.

Very they have not in some ways, this is still very much the same games that originally launched back in the 90s.

And I love that. Like they have not really what they are, what the games are today with Scarlet and Violet is very much still at a baseline level.

What it was when they first introduced over 25 years ago. And so going through all of these games and playing all of them.

Yes, they have different stories and different Pokemon and little different gameplay mechanics here and there.

But just the act of. Choosing the Pokemon you want, capturing them, building them up, leveling them up with you over the course of a journey is still so fun to me.

And I have loved going back to these games. And, you know, the thing I've tried to do throughout all of these games is like pick different Pokemon that I haven't picked before.

But I've always wanted to build teams around that has been fun for me because I've played through so many of these games so many times.

But there's still like Pokemon that the Dex's are so comprehensive and you can only ever choose six.

Like if they introduce 100 or 150 Pokemon, like you're still putting dozens and dozens of Pokemon on the shelf that you've never built a team with or played with.

And so I've really loved building teams around new Pokemon that I've never used in the past.

That's been a ton of fun for me. Just yeah, like again, like after this season, I am still going to be playing Pokemon games.

Like I have just really fallen back in love with this series.

I've had ups and downs with the Pokemon series over the years, not in the sense that like.

Like I know in the wake of like Diamond and Pearl and Black and White, I was like, I don't think I'll play Pokemon anymore.

That's kind of like a kid's thing. And then I sold them for babies.

And then I sold them all off the GameStop. What the heck am I doing?

And then I jumped back in and then, you know, then I kind of got burned for a bit by like the direction that things were going with X and Y.

And that made me not want to play Sun and Moon or X or Sword and Shield and stuff like that.

And so but then when I get back and I go play those games, I'm like, oh, these games are great.

Why didn't I play these before? You know? And so.

I guess broadly speaking, just like I've loved Pokemon since I've been four or five years old.

I still love Pokemon now. I'm still going to be playing Pokemon after we're done with this season.

I'm going to fine tune some things with Black and White to set that aside.

We'll have our battle and then I'm going to start booting up Arceus or Arceus here in the coming coming weeks.

I'm going to play through that. I'm going to play through the Scarlet and Violet DLC.

I'm going to start trying to transfer everything over and get it all in my bank.

Like I don't see this ending anytime soon. And I love that.

And it feels what's great is like this feels like and this will really come to light, I think, once we start transferring everything.

But just that having everything now be at the point where it can transfer to the future games is going to be so fun.

I'm so excited and looking forward to like you'll be able to see my kid like I caught that Pokemon on this cartridge.

Hey, this is this is my this is my Houndoom that clutch clutched out a W against Max.

I watched that video. I keep watching it. And I'm telling you, man, mistakes were made.

So like I just yeah, I love that.

It feels like all these journeys I've had with the different Pokemon are going to still come forward with me.

And like, yeah, who's to say I won't go back and be like, you know, I'm in the mood to replay the Sapphire or Ruby now.

Maybe I'll do that, you know, like I've got all these games I've purchased over the course of our season.

I've been in the pokey zone here and I have the GBA games in back.

But everything D.S. and forward I've now bought physically and I have I even bought the Let's Go games.

Like I've thought about those like I played Let's Go, Pikachu or Eevee all the way through.

Maybe I'll do that, you know, try those out. Dabble with those.

And so it's just like. Yeah, I don't know, like it's just reminded me that Pokemon for all ages,

I am going to continue playing these games until I'm probably an old man.

There's a comfort to them for me. And yeah, long live Pokemon.

But yes, Game Freak, please, please tighten up the graphics on level three into a little bit better.

I will keep playing Pokemon. I definitely won't miss new games from here on out.

Like I have, you know, my whole life up to this point.

But I've also really come to terms that I'm just not a portable handheld player anymore.

Oh, dude, this has opened my eyes to that I am like I've been wanting this.

Yeah, I am really into handhelds again. Like that's the other thing this season has done.

It's done the total opposite for me. I really realize that I don't want to play in a little device in my hands anymore.

I want to see things on my TV and play them on the big screen and have dedicated time.

So that's been an interesting kind of lesson over the last 20 months that I've really realized.

And I do need a break for a bit. Like, well, we'll finish our battles up and stuff.

But I I'm a little Pokemon down. I'm a little RPG doubt.

Like I just need some time to refresh and play some different things.

And I think Castlevania Metroid Prime will will definitely help with that.

Because there's just so many of the Detroit Vania out at the end.

Yeah, I do fear a Castlevania out by the end of the year for sure.

Just the quantity. But I've I need a pokey break for a bit.

But I am looking forward to bringing everything up and over and not losing this pool of Pokemon that I have now.

And and all that stuff. So it is going to be a lot of fun, I think, to to bring these things into the future and, you know, still have them, not lose them to a sale at GameStop anymore.

And things like that. It'll be nice. For sure.

I'm looking forward to our final battle together and I'm done.

Ending your hopes and dreams here of truth and ideals. So. Do I I don't know if you did, but I wrote down like my favorite games in an order.

Oh, did you? I did, because we played so many and I feel like Pokemon is pretty decisive in that way.

Yeah. Go ahead and give me your order. I can fire from the hip here and tell you what my favorites are.

All right. So number 10 should surprise no one. X and Y.

Get out. Let me look here. I'll do it in order with you.

Yeah, I'd say that's probably my 10 to. Yeah. Yeah. This one you're not going to be happy with.

Go ahead. No, I do want to preface. I tried to do this from a critical perspective without any nostalgia.

So basically Diamond and Pearl are where I think they should be critically not from a nostalgia.

OK, well, this is going to be like mine will be more personal that I guess because we're not a sapphire and ruby for me.

OK, I could see that based on yourself. Yeah. But then.

Oh, yeah. Well, nine for it. I mean, nine for me would probably be Diamond and Pearl.

Yeah, it's interesting. This is like inverse for for both of us.

I put I put sword and shield today. Not for a lack of trying, but I just think I think I would put honestly,

I think I would put Scarlet and Violet at eight. And that doesn't mean I hate those games, but they were also broken garbage messes when I played them.

And I don't know if they've improved over the past. Have it since I played them.

So I just think those games have a lot of potential, but they don't capitalize upon anything unless.

Or well, I'll say this. Black and white two could maybe go in that slot to like interchangeable between seven and eight with those.

Well, seven for me is red, blue, green, like the first interesting. OK.

I figured that would be a little lower on yours. Yeah, I mean, well, again, black and white two is somewhere there between seven and eight.

Scarlet and Violet swap those two. Yeah. And then I have black and white two at six.

OK. Six for me would likely be then. I think. Sun and moon. OK. I think. Oh, well, yeah, probably sun and moon.

I don't think those games are bad, but they're just not. They're not upper tier for me.

Well, number five for me is Diamond and Pearl. I think they're like I think they're the middle of the road. They're like that nostalgic first gen, but they try a couple of new things and they they've really leaned into the world.

I think they're like this is like the standard. I think.

Five for me would be sword and shield. I think those games are surprising how much I love them.

Like I still think they're such a snappy pair of games.

I think back to that game, like as we've done our discussion, like because those were some of the first games we played over the course of this season.

And as we've progressively played more games in the series, like gone back or gone forward, like I've been like, man, I wish more games kind of did what they did here in sword and shield, especially like from a story perspective.

I feel like those games get a lot right with like introducing the legendaries and war and sprinkling it in throughout the entire game rather than kind of like we talked in this episode about like backloading it.

Yeah. Problem is good world design, too. It's a vertical journey. You're going up the land. Yes. It's pretty cool that way. Yeah.

Instead of a big circle. Number four for me, Sun and Moon.

I just really liked how different the formula was like they really tried to do something different there with the island challenges and hopping around the islands.

Now, do I remember what's on what island? No, but I appreciated the effort and I liked I liked that. Those two games that we played.

Four for me would probably be black and white. Probably my favorite. I just love the decks in those games.

Yeah. There's a lot of things I think the gameplay really refined itself and is far better in those games than anything else.

A lot of it comes down to the deck. So I really have a fondness for that pokey decks and just the idea of let's do 150 completely new Pokemon.

You can't catch anything else than what is native to this region. They would do that more.

I wish they would do that more again rather than the variant like, well, there's a weird form diglett in this region and it's a water type.

It's a little Donald Trump hair. Yes. Yeah. Yeah. It's funny. Number three for me, Scarlet and Violet. I think just the as as performance wise poor those games are.

I think the gameplay loop of those games is so gripping and I think Arceus does it better, but that's not mainline or what have you.

But Scarlet and Violet. I think the loop there is awesome.

And I think it's quite honestly my favorite music that we've had all season as well as Scarlet and Violet.

So I will say three is.

Hard. It's probably. It's probably red, blue, yellow, fire, red, leaf, green, whatever.

Yeah. Gen one there. I just think those games still hold up so well.

And I think that's still one of the best decks is and I know that's like a normie take.

But like those first hundred fifty hundred fifty one Pokemon are like iconic, dude.

And they're so perfect and there's a fantastic balance across the whole decks of different types and things like that.

I think those games have a fantastic flow to them.

I think there's a lot of awesome world building. And I always think of like the the lab you come across on.

Fire, the fire island, the fire island where it's like me to destroy that.

Yes. Yes. Like that stuff is so cool. Team Rocket, Giovanni, like just all like.

Like a lot of it is nostalgic. Yes. But like I really do think over the course of the whole series,

there is so much that even the modern games can look back to and like, what were we doing back then?

Like, why were these games such a big hit? And I think there is still elements of those games that hold up today,

which is a huge achievement because this launched back in 1996, 27 years old.

So, man, you got to respect, very good. You got to respect the origins.

You know what I'm saying? All right. Number two for me is black and white.

I just think visually this is the peak of Pokemon. I think a lot of the gameplay is right.

It made the leveling may suck, but I think like the battles are really good here.

The decks is fun. And they tried something mature with the story.

And it works at times. It doesn't work in others. But I really think black and white to kind of like it's the best looking and almost the best playing that Pokemon's been in a traditional sense.

So it brings it kind of up there for me. To his Ruby Sapphire Emerald.

I guess it's I can't. Those are the games I played the most.

Dude, I played those games probably eight to 10 times through to completion.

Like I wore I literally like wore one of my Game Boy SPs and down and broke it eventually because I played those things so much on it.

Yeah. Like my original silver Game Boy and I and I bought my Game Boy Advance SP with it.

And my first game was Sapphire that I bought with it.

And so I just cannot separate that nostalgia and those like I just have strong adoration for those games.

And they came hit it a perfect time for me for like when the original Pokemon games came out.

I was like a little like I still played them and I still got through them, but I was like almost like a little too young for it to like fully grip me.

You know, like when silver when Sapphire and Ruby came out, I was like the perfect age to where I was really understanding games and how they worked.

Like the intricacies of them all. And I was really able to sink so much time.

And I just feel like there's so much depth in those games to like to get about like the Reggie, the regi rock regice, regis steel.

I know you never caught those, but there's like the methods you have to go through to get those like the I just I love those games.

Yeah. Total nostalgia. Total personal bias with that.

And I know I acknowledge that they have some problems here and there, but adore those games.

I get it. And we don't say number one. Number one is hard.

Gold, silver, man. It is. It's perfect.

The double continent red.

Team Rocket, this 251 Pokemon decks, absolutely iconic graphically.

You know, it's some of the best. I mean, really, it's the sprite work in black and white that elevates it, I think in my graphically.

But the best remakes ever. Silver and gold on their own are some of the best games I've ever.

And then Soul Silver and HeartGold are two of the best remakes, I think, ever. The soundtracks are perfect.

There are flaws. Like I remember back to our episode, like why can't I catch a hound door on native Johto?

Why do I have to go all the way to Kanto in the back?

And there's there's a fourth of the game to catch certain Pokemon. And there is a grind and stuff.

Yes, it's an interesting grind system there. But yeah, our gold, silver rains, rains supreme.

All hail again with the crown.

Nor me take, but I really just do think that I mean, it's it's hard to beat a game that has basically like a dual campaign like that packed into it.

Like there's just so much meat on the bone.

I'd argue it's still a bang for your buck today, even at the, you know, 120, 150 dollar price tag.

Yes. And shout out to Iwata for even coming up with that idea.

And shout out to Game Freak for finding a way to put all of that on a Game Boy color card back in the day.

There's a lot to that game. Yeah, it was a Game Boy card actually works on a Game Boy.

Was it a Game Boy? Crystal was Game Boy color exclusive.

That's right. That's right. That's right. Black, but gold and silver Game Boy cards.

They did have Game Boy color enhancements, but yes, definitely just worked on a regular Game Boy had to capitalize the install base.

Because, yeah, I know a lwata I mean, what's the story?

Iwata was telling them they had to put Kanto in it. They're like, we can't.

And he's like, no, you will. He figured out how to do it. I'll try and find the it's an lwata ask is where that story comes from.

I'll try and find it for the show notes. Yeah. Like that's just still the best.

Still the best. And they still have touchstones, the originals and just.

Yeah, everybody involved. Fantastic, fantastic work.

Yeah, that's Pokemon. That's Pokemon.

We'll be back with Pokemon. What are they going to call the next ones?

I mean, we're we're so they've gone back to colors.

You know, they were doing stones for a while and then letters and and they did colors with black and white.

Yeah. So I don't know.

Well, weapons, sword shield, galaxy and universe.

I don't know. Bring it full circle.

They should go. They should just keep doing colors. That's the best.

I think keep doing colors. Pokemon magenta and lavender.

Sure. There you go. Even though that's quite literally like scarlet and violet.

Violet. Yeah. Stick with the red and purple things here, I guess.

But yeah, we'll we'll be back someday. We'll be back.

And we've talked about, well, I don't want to say, but we've talked about doing an episode on Arceus if I ever play it.

But that'll happen. No promises. We'll see.

We'll see. But I think that'll do it for Pokemon Black and White two and season six of Chapter Select.

So thank you so much for listening and joining us along this season.

Going forward, we've got season seven and eight in the works. That's Metroid Prime and Castlevania.

We're going to be just working on those at our pace and put them out when they're done and complete.

So look forward to that. We've already recorded Metroid Prime, which has been fun.

So we're going to be moving into production on those seasons.

So thank you so much. If you'd like to find our other seasons, you can just go over to chapter select dot com.

We've got everything zero through six. You can go listen to that and all that good stuff.

You could support the show by joining Super Chapter Select.

Go chapter select dot com or listening with superpower dot com. Take you all to the same place for just two and a half bucks a month or twenty dollars a year.

You get access to longer episodes, exclusive videos and, you know, extra episodes like Arceus.

We've talked about doing as a member special. We've got Resident Evil nine hopes and dreams.

We've got one on better luck tomorrow for our Fast and Furious season.

So all sorts of good stuff there for Pokemon. We've done battles in every single game.

We're going to be using some fan servers here to knock out black and white, too.

And then we'll do an ultimate battle where we bring up our team forward in the scarlet and violet.

So you could join and check all of those out as well. It's pretty, pretty fun.

So thank you for supporting us over there.

If you'd like, you can find Logan on Twitter at more man 12 in his writing over at comic book dot com.

And if you'd like, you can find my writing over Max frequency dot net.

And until next time, till season seven. Adios.

We'll see you on Brinstar.

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

Season six is hosted by Logan Moore and myself.

Season six is all about Pokemon. For more on the season, go to chapter select dot com forward slash season six.

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