

Season 5, Episode 2 - Resident Evil 7: Biohazard Transcript

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[00:00:00] **Max Roberts:** Hello everybody and welcome to Chapter Select, a seasonal podcast where we bounce back and forth between a series exploring its evolution, design, and legacy. For this season, we are coming the Resident Evil Franchise. My name is Max Roberts and I am joined as always by Logan Moore. Hi Logan.

[00:00:17] **Logan Moore:** Welcome to the Family Max.

[00:00:20] **Max Roberts:** Oh my gosh, I'm confused now. We're doing Fast and Furious Family and now we've got the Baker Family in Resident Evil. We're just in a family mood lately.

[00:00:30] **Logan Moore:** Yeah, that's our, uh, favorite forms of media or franchises that Center Around Families. This is our new through line for chapter Select. Moving forward, we

[00:00:41] **Max Roberts:** chapter select a family podcast where you can, uh, enjoy the subject matter of Family, Family, family.

[00:00:48] **Logan Moore:** Yeah. We're gonna do a whole season about your own family that that'll be, uh, season six can, It's gonna be about your bounce back and forth between your family members. Family members. This is Family Tree. [00:01:00] Yeah, we'll do an episode about you. We'll do one about Abby, one about your mom and your dad, one about your, your daughter.

[00:01:06] **Logan Moore:** What's her name? Top

[00:01:08] **Max Roberts:** secret. Evelyn. There go

[00:01:12] **Logan Moore:** Evelyn. It's very timely name. Yeah.

[00:01:15] **Max Roberts:** Mm-hmm. fits perfectly with the theme we are talking about re evil seven. In this episode, we just wrapped up

[00:01:23] **Logan Moore:** re evil seven Biohazard,

[00:01:25] **Max Roberts:** or if you're in Japan, biohazard seven resin evil. Exactly. Exactly. Uh, and you know, maybe before we get in the, we're playing this one now in our second episode, you made this happen because this is similar to the first game in some ways.

[00:01:47] **Max Roberts:** Mm-hmm. with design and inspiration, and it's the reboot of the series. So I guess if, if anyone's wondering why we're playing seven now, that's why, you know,

[00:01:56] **Logan Moore:** I mean the technical, if we did our usual bounce [00:02:00] back and forth, village would've been the next one. But I didn't feel like playing the second Ethan winners lead game made sense before playing this one.

[00:02:09] **Logan Moore:** And I also really like the dynamic of playing the first one and then jumping into this one since seven really tries to mirror a lot of aspects of the original game. I just felt like a good companion. Mm-hmm. to play after the original game. So that is what brought us, has brought us to re seven this time around.

[00:02:28] **Logan Moore:** Uh, and with that, let's, uh, go ahead and get into the rundown of all the basic information here about Resident Evil seven. Uh, as every other game in the series, it was developed and published by Capcom. It originally came to the PlayStation four, Xbox One and pc. Uh, it was also compatible with PSV on ps. And, uh, at the time we're recording this, it has just recently come to play Station five and Xbox Series X.

[00:02:54] **Logan Moore:** Uh, we both played on PS five, correct?

[00:02:57] **Max Roberts:** Yes. We both did the PS five version [00:03:00] of the game.

[00:03:01] **Logan Moore:** Okay. Uh, it originally released on March 24th, 2017. The game director was Koshi Nakanishi. The producers on the game were Masachika Kawata and Tsuyoshi Kanda, and the composers were Akiyuki Morimoto, Miwako Chinone, and Satoshi Hori.

[00:03:22] **Logan Moore:** Resident Evil seven ended up scoring an 86 out of 100 on meta critic for both of the console versions. I think the PC version might have been a little bit lower, but it was a negligible difference. Uh, so it scores sits in 86. Overall, uh, all in all, this is a good game. By standards of critics and fans, I think.

[00:03:47] **Logan Moore:** And there's a lot of, I don't know, there's a lot of thoughts and ideas out there about this game because this one, as you mentioned before, is a reboot of the series, which I think is one of the key things [00:04:00] we'll talk about throughout this episode. I don't want to, I mean, there's a lot we can talk about with this game's legacy, which I know we're already planning on doing because this is a very important and pivotal game within the larger revenue world franchise.

[00:04:13] **Logan Moore:** And we'll get to that stuff. But before we do, let's just talk about our broad histories and experiences with the game. I can start, I mean, I guess I played it through the first time, the week it came out, and I have not returned to it since, and this is my first time returning to it since it initially came out.

[00:04:31] **Logan Moore:** Um, you, you got the platinum. . I did get the platinum. I played this game on Mad House this time round. I actually did two play throughs. Mm-hmm. before this episode that we're recording. Yeah. And I did not have to do that. Uh, I played one on Mad House because my original run back in 2017 was just a normal play through, uh, through the power of PlayStation four, PlayStation five, forward compatibility.

[00:04:54] **Logan Moore:** I literally still had all of my original saves. Yeah. Which was kind of cool. Uh,

[00:04:59] **Max Roberts:** they did [00:05:00] good with being able to bring your old saves over when they updated all those, um, PS4 games.

[00:05:06] **Logan Moore:** Yeah. Because I was, when I was playing the original version of this game, I was making a lot of saves, uh, a lot of different save files.

[00:05:14] **Logan Moore:** So I had a lot of different snapshots throughout the game. So for, for instance, uh, when I beat this game on Mad House, I did one of the endings, which there are two endings in the game, which each depend on who you choose to save. When you get to the. A divergent point there with either saving Zoe or saving Mia about two thirds of the way through the game.

[00:05:33] **Logan Moore:** And I think in my original play through I saved Mia, which I think is the vast, what's the vast majority of people? It's, Yeah. Yeah. It's what most people ended up doing. So in my Matt house play through, I saved Zoe and I got the second ending, and then after that I went back to a save that I had that was from my original play through where I had originally saved M uh, and it was right at the very last typewriter before the end of the game.[00:06:00]

[00:06:00] **Logan Moore:** And then I just played through the final five minutes and ping the other trophy that way. And then I did one speed run after that, which was about two hours and 45 minutes on easy mode.

[00:06:10] **Max Roberts:** Yeah, that sounds about right.

[00:06:11] **Logan Moore:** So, yeah, that's very good. You on the other hand, have played some of this game, but not all of this game until now, so.

[00:06:19] **Max Roberts:** Correct. So I. I got the game when it came out because I had bought PSVR in October right before it. And this was a game, you know, this was, this was the must buy game for psvr that first year. This was a launch window title. It was the definitive game to buy. Uh, I had played the demo. I actually wrote a preview for it.

[00:06:42] **Max Roberts:** I found it in my Google Docs searching for stuff. So I wrote about the midnight demo that came out for this game. They also had the kitchen demo that came with the PS VR demo disc. You remember that? Where you'd sit in the chair?

[00:06:53] **Logan Moore:** Yeah. But you didn't know it was Resident Evil.

[00:06:56] **Max Roberts:** It was just called Kitchen.

[00:06:57] **Max Roberts:** Yeah, it was like a kitchen.

[00:06:58] **Logan Moore:** It was just called Kitchen. Yeah. [00:07:00] Yeah. There was just this very broad horror demo that was available to try on psvr, and it's like, Oh, this is cool. And then only later do you find out, Oh my gosh, it's resume. Yeah, that was part of their 2016 press conference at E three, I believe.

[00:07:14] **Logan Moore:** Yeah, it was an awesome reveal.

[00:07:15] **Max Roberts:** I want, I want to talk about the reveal. Part of this game a little bit, um, later as well. So I played that and I played a little bit of it when it, you know, VR or whatever. And I don't remember necessarily how far I got, but I took a break from it or like a few months of a break I think, because later in October I came back to it.

[00:07:40] **Max Roberts:** So, you know what, five, six months later, what have you came back to it. Um, we actually spoke about it on episode 113, Shadow of loot boxes on Millennial gaming Speak. And I wanted to play you this clip because I think it's pretty funny. This is about, this is eight days before I got married. [00:08:00]

[00:08:00] **Logan Moore:** What have you been playing lately?

[00:08:04] **Logan Moore:** You Okay, so you went back to Reside Evil seven. Well, we'll start there. Cause

[00:08:07] **Max Roberts:** I, I did, this video you sent me was amazing.

[00:08:10] **Logan Moore:** I still don't think you'll finish that before next week. You got a week. It's our short game though. Got 12.

[00:08:16] **Max Roberts:** I got 12 days. It's your short day. I just gotta man up. I can't be scared anymore.

[00:08:21] **Max Roberts:** Newsflash, I was scared and ran out of time and didn't finish it. So ,

[00:08:26] **Max Roberts:** if you got past, if you got

[00:08:28] **Logan Moore:** halfway through it though,

[00:08:29] **Max Roberts:** I did.

[00:08:30] **Logan Moore:** You got past the spooky parts I would say, yeah, it definitely, I think most of the spooky parts are up front. Once you get out of the house and go to fun factory,

[00:08:39] **Logan Moore:** which is where I stopped essentially, I had killed

[00:08:41] **Max Roberts:** Margarite in the greenhouse and that is where I stopped playing.

[00:08:45] **Max Roberts:** So that's all I remembered. Okay. So coming into the game this time, I remember the first half of the game fairly well. Like, you go here, you do this, or, or broad strokes. I was like, you fight in the garage, you take the car. Very broad [00:09:00] strokes. It's been almost five years, almost roughly to the day window of time.

[00:09:06] **Max Roberts:** So, but back then I played mostly in vr and this time I played in no vr. I would've played in VR honestly. But it's put away because. My office is now at nursery, so I wasn't really able to, So I just played all on the PS five and I did kind of most of the game at 120 Hertz hdr. Okay. Or, yeah, but, and then some of the game, the beginning, the end of the game was 60 in rate tracing.

[00:09:36] **Max Roberts:** So actually the beginning of the game is what I beginning and end is what I recorded for the video version of the show. And then the middle, I played at 120 Hertz, and I think we'll talk about that as well. So I definitely dabbled in this game. This is the first re evil game I ever played. Very first one.

[00:09:53] **Max Roberts:** Okay. So this was my initial exposure to the series. It was way of re evil, but this is the VR [00:10:00] part and the demos, like this is what got me to look at and play as an evil.

[00:10:06] **Logan Moore:** This was really the killer app for the first six months of psv, I feel like. Absolutely. And even over the long haul, I feel like this was still the killer app because when this.

[00:10:16] **Logan Moore:** I can't remember other games that came out that were big AAA games that had, or you can play it in vr. Like no other games I can think of off the top my head. You play vr. Sure. Yeah. I don't like, I can't think of anything else that had options like this later. That came much later though. It did. It did.

[00:10:35] **Max Roberts:** I'm, but Hitman three is a notable title that is Playable in VR or Normal. So yes, that's definitely one of them.

[00:10:42] **Logan Moore:** That came later after the launch of the base game though, correct? Or was that at the same time Debate

[00:10:48] **Logan Moore:** Launch?

[00:10:48] **Max Roberts:** It launched with Hitman three. Okay. So when Hitman three came out, I launched with it.

[00:10:53] **Max Roberts:** It is also still only playable in VR on psvr. Yeah. So that whatever [00:11:00] exclusivity deal they wrote, that's still there. Even with the, you know, the PC VR market. I would love to see them bring it over to psvr two. They clearly have the technical capability to do so with Village. And reasonable for remake Village is fully playable in vr and the remake has at least AVR component or element to it, if not entirely Playable Haven.

[00:11:24] **Max Roberts:** It confirmed. And their engine is, is flexible enough so they clearly can, and I hope they do. Yeah. They just have to redo the

[00:11:31] **Max Roberts:** controls. Re E four remake is armature though. Correct. And I think Capcom did, I don't

[00:11:38] **Max Roberts:** think the PS five remake No. The

[00:11:41] **Max Roberts:** Quest,

[00:11:42] **Logan Moore:** No, no, no, no, no, no, no. Uh, re four VR on Quest. I'm sorry?

[00:11:46] **Max Roberts:** Is armature Yes.

[00:11:47] **Logan Moore:** Yeah, I'm, I'm sorry. I'm sorry. I was talking. That's what I was You're talking about the upcoming remake? The upcoming REMA in March? Yes.

[00:11:53] Yes.

[00:11:53] **Max Roberts:** Cause they said there's PSVR2 something.

[00:11:57] **Logan Moore:** I said re four remake. I meant to say re four [00:12:00] I. Vr VR and Misspoke.

[00:12:01] **Max Roberts:** Yeah, there's a lot of versions we'll get to re before, before too long.

[00:12:06] **Logan Moore:** Yes, we will. Before we get too much into the weeds of the game itself, I did wanna go back to something that you brought up here, which is kind of an ancillary part of this experience, and it's something that won't matter in the grand scheme of things, but we're talking about this now and this is the first time we've played it.

[00:12:25] **Logan Moore:** What did you think about the next Gen PS five version of this game? Because I, I have to say I did not think it was great. I really didn't. Um, and I don't know if that you feel the same way. Like I felt like this game was one that was already pretty good looking, uh, when I played it on PS4 all those years ago, like obviously this game engine has gone on to be the game engine for every major Capcom game that has come out for the past couple years.

[00:12:53] **Logan Moore:** So the game engine's great, and the game always looked good. But when I booted this up on PS five, I was like, Wow, I'm really looking forward to [00:13:00] seeing what kind of technical bump this guy and how much better it looks now. And that really didn't ever like wow me in any capacity. Um, I noticed a performance boost for sure because I ended up playing, uh, prior, At first when I started first playing, I prioritized Ray tracing and I did not think that it drastically improved just the visual aspect of the game.

[00:13:24] **Logan Moore:** So then I turned Ray tracing off and then the performance was better and that was good. Um, but I didn't feel like the ray tracing boost necessarily made the game look that much more impressive. Like it was not on equal par with the PS five version of Village, let's say, like village still looks drastically better, in my opinion.

[00:13:44] **Logan Moore:** Sure. And I was hoping that this would look more akin to village. With his PS five version. I didn't know if the same was, could be said for you though.

[00:13:52] **Max Roberts:** So one thing we have to consider is this is the first re engine game. It is. You know, so it's [00:14:00] older thing. You know, what they've done in these new updates is either ray tracing, um, which is fair at a consistent 60 or 120 hertz, which with no rate tracing.

[00:14:13] **Max Roberts:** That's kind of the trade off or no rate tracing. And you still get the 60, stable 60. So I did watch Digital Foundry's video when it came out. . Um, and I'll link it in the show notes and stuff, but the ray tracing is subtle. You mostly see it in tight corridors and just the lighting. There's definitely a difference, especially I was flipping between them at some points.

[00:14:37] **Max Roberts:** Your TV can't do 120 hearts correct?

[00:14:40] **Logan Moore:** I don't believe so. No. No. And if you're wondering how, I wouldn't know that I'm currently playing on a TV that is not mine. Sure. So there is that

[00:14:50] **Max Roberts:** this playing at 120, I was surprised at, I mean, it's super smooth and slick, but I was surprised how used to it I was. And then I remembered, duh, this game [00:15:00] ran at 120 Hertz on the PS4 in Psvr.

[00:15:04] **Max Roberts:** Oh yeah, yeah, yeah. So the, the bump in frame rate wasn't this big. surprise or revelation to me coming from like mm-hmm 30 to 120 cuz I was already used to it. The ray tracing I liked combined with the HDR cause I never played this game with HDR before. I think just the contrast and colors there was pretty nice.

[00:15:25] **Max Roberts:** But the stability was the, the overall big thing for me. And just the texture quality and stuff. Everything's sharper, look more detailed. It looks really great. Especially playing on, you know, before I was playing this on a 21 inch lcd, 10 80 P tv and now I'm playing on a 55 inch 4k oh lead. So just a big quality of life overall.

[00:15:46] **Logan Moore:** Um, that's why I opted to turn off Ray Tracing personally. I felt like it was just, the frame rate was kind of, it's stable across the board. Is it really? Yeah. It just didn't feel, I mean, maybe it was something in my monkey brain that was making me think it wasn't as [00:16:00] stable when I had the amazing turned on, but it did not seem as consistent for me when I was playing it.

[00:16:06] **Logan Moore:** And I turned it off pretty quickly early into the game because of that. But that could, could have just been something I was tripping myself out about

[00:16:12] **Max Roberts:** from what I recall. Cuz I watched the video before picking so I knew which kind of mode to pick or which one I would prefer. And they both are super stable.

[00:16:20] **Max Roberts:** So the resume will two and resume will three. Roommate, that's a different story, but we'll save that for another time. We'll get there. Yeah. Yeah. I enjoyed playing it though. Uh, and again, the bulk of it was at 120. I enjoyed it. I also PS five specific, the adaptive triggers I thought felt pretty good for some of the weapons, the shotgun, the grenade launcher, those types of things I thought felt pretty good, uh, with the triggers.

[00:16:45] **Max Roberts:** So definitely look forward to that stuff.

[00:16:49] **Logan Moore:** Didn't it stand out to me too much? Like I think some devs have shown that they really look to take advantage of the dual sense. Like greater [00:17:00] ways than like, I think of return return's still one of the best examples of using the dual senses by far. Mm-hmm.

[00:17:05] **Logan Moore:** absolutely. And I'm not expecting Capcom by any, this is a larger talking point about the PS five and how developers are using the dual senses. I'm not expecting Capcom to go back and add all these crazy dual senses features to this five year old game. Now. The dual sense in haptics, the triggers in the haptics and stuff like that, they're good for an older version of the game.

[00:17:24] **Logan Moore:** Yeah. Uh, but nothing that blew my pants off or anything like that.

[00:17:28] **Max Roberts:** But it'll be cool to see what they do with Village and vr, you know, take what they've done already and apply it to the future.

[00:17:35] **Logan Moore:** For sure. Let's talk about the game itself though. Um, and I do want to hone in on sort of the setting of this game first.

[00:17:43] **Logan Moore:** I think this is going to be a through line, honestly, with all these games. I feel like the setting is gonna be the first major thing that we're going to look to talk about throughout this whole season. Um, this game, like I said at the top really goes back to [00:18:00] basics, uh, especially coming off of Resident Evil six, which was the third, third person shooter game in the series.

[00:18:07] **Logan Moore:** If you're not counting spinoffs and such. Uh, the third shooter focused resident evil game, uh, it featured a lot of different characters and the scope of that game was you were bouncing all around the world and fighting a tons of different zombies and bio weapons and yeah, crazy. This game brought the scope back in.

[00:18:29] **Logan Moore:** Put it into a single manner slash mansion slash house, whatever you wanna call it. It's on a single property, sort of until the end when you're on a boat. But that's for the most part. This game is very similar to the original re evil, where you are in one house in its surrounding areas. , and I love that personally.

[00:18:53] **Logan Moore:** I, I, I don't know how you feel about this game's location being set in the deep south [00:19:00] down there in Louisiana, the Bayou of Louisiana. I think it makes for a fantastic setting. I think it makes for one that has enough similarities to the original re evil, where you're in this sprawling property, this largest state that's got all these old strange parts of, of the property that are built out.

[00:19:21] **Logan Moore:** Like, uh, I like when you go to the old house, which is where Marguerite's at. And there you can see on the wall that, that that house itself is built in like the 18 hundreds. You are at this place that is very old and there are a lot of weird aspects of this, of all of these different locations you're bouncing around to.

[00:19:38] **Logan Moore:** Um, but it feels interconnected. It feels cohesive and at the same time, it doesn't feel like it's trying to, it's clearly trying to. Call back to the original re evil with its structure, but it's not so one to one that you feel like, it's not like a force awakens to New [00:20:00] Hope, where like you go, see, I went to go see the, the Force Awakens.

[00:20:03] **Logan Moore:** It's like, wow, they really just mirrored the original Star Wars movie here. You can tell what they're trying to do here in Resident Evil seven, which is kind of mirror the original game, but it's not so blatant that I felt like that when I was playing it, I guess is what I'm trying to say. It still feels wholly unique and like it's its own game, but there are obviously things from the past that cap com has drawn upon and brought into this one.

[00:20:30] **Logan Moore:** What did you think for a horror game?

[00:20:31] **Max Roberts:** It's spectacular. Really. It is an immersive environment. I wrote down, um, I wrote, The House is horrific. Uh, Boondocks, hoarder, filth. Like it feels contagious. If I touch anything, I will get sick, which is really kind of leans into the mold horror aspects of it in the beginning where you're first in the house and you open the pot and a cockroach is on your, like they do a lot of stuff to indicate how filthy [00:21:00] it is.

[00:21:00] **Max Roberts:** There's good environmental storytelling here. You know, these people are sick, not necessarily from a medical per perspective of we're infected with a disease, but more they are initially portrayed as just psycho people. And then later you learn what has happened to them and we'll talk about that. I actually have issues with that.

[00:21:25] **Max Roberts:** So the environment itself super spooky, greatly designed, I think the waste, the house peels the, the original house. Unravels itself is really cool. There's the kitchen area and then you, you move into the main area. Yeah. And then you go to the basement and basements are always scary places and how things kind of connect and tie back later.

[00:21:50] **Max Roberts:** How you end up in that, that workshop down in the basement at one point after, um, getting some keys. It's, it's all tied together [00:22:00] really well. I think some of the areas feel a bit tacked on later. I think the old house while super creepy and like flooded with water, having that connect to the green house and like Marguerite be like a bug plant late.

[00:22:16] **Max Roberts:** Like I didn't I didn't care necessarily for the tunnel that connected those two, like, that just felt kind of like mashed together. And then what part of the house is Lucas in, like where he connects his, That just felt like an eye.

[00:22:30] **Logan Moore:** It's the, it's, it's the farm. So he, I didn't, he repurposed their farm Okay.

[00:22:36] **Logan Moore:** Into his little fun house there. I

[00:22:39] **Max Roberts:** didn't really understand where that space took, Took place. Yeah. Uh, but, and then later obviously you go to the boat in the mine, it just, but the core house I love and yeah. The way and, and the upstairs of the old house, which feels like it should have been in the main house, [00:23:00] like those two areas felt very similar. So I

[00:23:03] **Logan Moore:** Where you have to go find the arm in Evelyn's back? Yes. The arm screwing with

[00:23:07] **Logan Moore:** Arm. Yes.

[00:23:08] **Max Roberts:** Which is a really great, just whole set piece up.

[00:23:13] **Logan Moore:** It reminds me of the moment in a village with, uh, Puppet Doll House. Yes. Like that's their one section of the game where they're like, We're just gonna throw in a section here to scare you.

[00:23:23] **Logan Moore:** And that's all it is. Yeah. There's a lot of scary moments in the game, but that's like an on rails linear. , let's screw with the player in their head. Mm-hmm. sort of sequence, which is great.

[00:23:34] **Logan Moore:** And I have to say, given the fact that I played half of this game back in, in 2017, and then the other half today, going into areas I had no idea about, because I really didn't know what the back half of this game was at all, I, I hadn't heard anything or recall hearing anything about the boat or any of the other stuff.

[00:23:54] **Logan Moore:** The unknown is very scary, and I think it's effective in this game. So playing this game fresh, [00:24:00] knowing nothing, and then looking at the design of the house now, I think, yeah, this game is spooky. This, this is compared to Resident Evil one, which is interesting in its own right because that game's from the nineties.

[00:24:14] **Logan Moore:** Mm-hmm. , this is a horror game. First it's, It's horror instead of survivor horror, it's horror survival, and they lean into the sc. This is certainly the scariest. Focused re evil that I have played to date. Um, and I like that a

[00:24:32] **Logan Moore:** lot. I mean, I've played this game before and I knew what to expect and I was still very spooked out.

[00:24:40] **Logan Moore:** Mm-hmm. in many instances when I played this game, even when I did my speed run at the end, uh, you know, and I'm not really taking anything seriously. Jack's still chasing me around the house and I'm like, Uh, I don't like this. Stop, stop. And it's just freaking me out for multiple reasons. He's more annoying than that, I guess, cuz I'll try to speed run, but I don't [00:25:00] like that man chasing me around.

[00:25:02] **Logan Moore:** I don't like Marguerite turning into a big old spider and screeching at me. Like it, it is very, there's a lot of creepy things in this game for sure. Even some stuff that is a little bit more, uh, I don't wanna say straightforward. , like even just some of the body horror stuff of, of the game. Like I think about later on in the flashback with Mia, when she's with her partner that she's working with, trying to keep Evelyn, uh, under ties and her partner's dying and he just starts like, barfing up black stuff everywhere.

[00:25:36] **Logan Moore:** I'm like, this is really creepy. . Mm-hmm. . Like it's very, it's very, it, it like, it's, it's not scary in the same way that Jack chases you around or not knowing what's around a certain corner is creepy, but just, yeah. The body horror aspects of this game are also frightening. Um, I think to, in that same vein, like I think of when Lucas puts the [00:26:00] cops severed head in the refrigerator and you can see that he was beginning to turn into a mold person.

[00:26:05] **Logan Moore:** You've got like the half head half, like you can see the cop's head buried within the mold person's.

[00:26:11] **Max Roberts:** The actually didn't realize like that was the cop's head. Yeah, I realized it later when you go to his body and have to get the key out of him, and he calls him a pig and I'm like, Oh, that wasn't just a mold head you put in the fridge.

[00:26:24] **Logan Moore:** That was his head. Yeah, that was the cop that jack stabbed in the face with the shovel. So, so yeah. Yeah, there's a lot of, there's a lot of creepy body horror stuff, and it all kind of plays into the same, I mean vein of what you were saying with that everything's dirty and grimy and just, Yeah. Ethan loses his hand.

[00:26:45] **Logan Moore:** Ethan loses his hand. This is actually a good instance to mention this. Did you lose your leg in this game as well? No. Okay. So this is something I figured out and you can use. So we have not played Village yet for this season, so I'm, I'm gonna [00:27:00] mention something from Village. There's a very popular sequence in Resident Evil Village where Ethan gets his hand, just flat out, chopped off, puts it on, and he puts it back on and he just pours some goop on it, and it's fine.

[00:27:12] **Logan Moore:** That exact same thing happens in this game with his foot. Uh, there is a sequence very early on after you escape the kitchen when you're trying to get into that hatch, uh, beneath the house to get away from Jack. When you are first in the kitchen, by the kitchen, you know what? I'm the kitchen. Yeah, yeah. So Jack, if he catches you in that room, he will grab ahold of you and he will use the shovel he has in his hand and he will chop off Ethan's leg.

[00:27:39] **Logan Moore:** And then he sets a, uh, medical, one of the medical gel items down on the ground. And he says, Try, try using this and see what happens. Ha ha ha ha. And he is like laughing and Ethan picks up his leg and puts it back on and he pours the goop on it and his leg sticks right back together. But most people miss it.

[00:27:58] **Logan Moore:** I played this game a lot of times, and it [00:28:00] wasn't until I was doing some research for this podcast that I found out that that was a thing. So I'm sure you're trying to look that up. Now

[00:28:06] **Max Roberts:** I'm looking at screenshots of it. There's Jack putting medicine down on the floor. Yeah. Fascinating.

[00:28:11] **Logan Moore:** So that exact same sort of sequence from Resident Evil Village that we were all enamored with.

[00:28:16] **Logan Moore:** And I think it was more apparent because that's an on Rails Secrets Village. Yeah. This is a, an optional thing that a lot of people, you're, you're never gonna see this unless you get caught by Jack. And I think a lot of people don't get caught by Jack, but if you do, he chops your leg off and then you just pour it right back on with the, with the medical jail.

[00:28:36] **Logan Moore:** So,

[00:28:36] **Max Roberts:** which clearly then indicates he's a mold man.

[00:28:40] **Logan Moore:** I ju it indicates it's, he's very silly. It's a very silly game is what it, Yes. . Uh, while we're talking about locations, I do wanna talk about the boat in particular and get your thoughts on this because this is the one holy. separate area of the game for the most part.

[00:28:56] **Logan Moore:** I mean, we've got the farm, which is, we can talk about Lucas' [00:29:00] Farm and that whole as area too as well, because those are pretty different. Um, I feel like we've talked about the old house and the main house, which is where Jack and Margarita are at. Uh, let's talk about the boat though first, and then we'll maybe talk about the farm in Lucas' area.

[00:29:14] **Logan Moore:** What did you think about this, uh, part of the game? Did you, cuz you had no idea this was coming, You're playing this Mia now you're piecing together what has happened and learning more about Evelyn, but then you're on this scary boat where all this stuff went down and then there's multiple spooky sequences, spooky scenes in the past where you're seeing how the boat got this way and then mm-hmm.

[00:29:35] **Logan Moore:** you're now on this area again. Like, I don't know, what did you think about this section in general?

[00:29:42] **Max Roberts:** I'm, I'm of two minds, Two, two parts of me. I. I like the spooky part of it and I like playing as Mia. I think that's a cool way to tell her story and have her get her memory back or, or relearn what happened and get [00:30:00] context for the true enemy of this game.

[00:30:02] **Max Roberts:** The source of the, the mold, Evelyn. But I do not enjoy having everything stripped down and you just have to hide in the beginning. You, it, it switches to like alien isolation. Kinda like I gotta hide in the closet until I find weapons later on. So I wasn't saying

[00:30:23] **Logan Moore:** were hiding that much.

[00:30:25] **Max Roberts:** Yeah. Cuz those mold things chase you around.

[00:30:28] **Logan Moore:** Oh yeah, yeah, yeah.

[00:30:29] **Max Roberts:** You have no weapons and you know, and it feels pretty. Elongated. Like you're going up and down and finding items. And if you were being thorough like me, it's like, well, I need to use this corrosive on all the things, so I'm going back to this floor and getting items, which is great.

[00:30:48] **Max Roberts:** Carry that over. I was actually worried we were gonna lose all of our items as Mia, like when we switched back to Ethan. Yeah, yeah, yeah. Thank goodness they give them to you. So that was at least somewhat fine. [00:31:00] It's, it's a bit like the flashback part's a bit long in the tooth.

[00:31:06] **Logan Moore:** It is.

[00:31:06] **Max Roberts:** So I'm of two minds, like if it's a little bloated or a little boated.

[00:31:12] **Max Roberts:** Mm-hmm. . But it's a cool place. It's creepy, spooky. Uh, I really have more of an issue with the mine than I do the boat because the mine just feels like what? Wait, why? Why are we here?

[00:31:27] **Logan Moore:** How is this Well, the mine, just, the mind's just re reconnecting back to the house. Yeah. So you didn't play the ad on Not a hero dlc, but that's where the entirety of that DLC takes place.

[00:31:38] **Logan Moore:** Okay. Is in the minds. So that comes back into play a little bit more.

[00:31:41] **Max Roberts:** The minds just felt super filler. I get, we had to get back to the house, but it just felt like, I really don't want to be here. And all it really is, is a hallway for mold men to come at me.

[00:31:55] **Logan Moore:** Yeah. Basically it's a, it's a section of the game where they're throwing mold people at you and then [00:32:00] giving you more backstory and lower info via text documents that you're finding.

[00:32:05] **Max Roberts:** So I'm, I'm, I'm more down on the mind than the boat, but the boat has some cool stuff going on.

[00:32:13] **Logan Moore:** I do, I, I generally agree with pretty much everything you said. I really like the creepy elements of the boat. . Uh, I like playing as Mia, I like learning more about, you know, cuz by this point in the game you still don't really know what's going on.

[00:32:25] **Logan Moore:** Like you have some ideas. Mm-hmm. and Mia keeps saying, I'm sorry and she's hinting things that Ethan doesn't know yet. And so the boat being the part of the game where those answers come about is, uh, I like the story beats of it and I like the creepiness and the, the atmospheric nature of it, but I don't like how it is disjointed from the rest of the game.

[00:32:48] **Logan Moore:** Cuz of, the one thing I do like about this game is I think it is very co everything is pretty cohesive at the Baker estate and then all of a sudden you're just on a boat and it's totally, the game [00:33:00] sort of shifts. The game was ending. Yeah. The, it seems like the game's ending and all of a sudden you're on a big ship.

[00:33:07] **Max Roberts:** It didn't feel like that fight with Jack was the final boss, but it also felt like the game was ending.

[00:33:12] **Logan Moore:** It's more of a final boss than the final boss.

[00:33:15] **Max Roberts:** Yes, absolutely. Um, , Oh. Totally. But it just, it felt like we were done. Like I left Zoe on the dock, we were driving off into the swamp, and then it was like surprise.

[00:33:29] **Logan Moore:** Yeah. And you do see some mentions in some of the text documents lying around the baker house up there being a ship. And that's where Evelyn comes from. Like when if you do a replay of the game, you can pick up on those things and some of the docs sure. That you find earlier, but I don't know how much you have to say about Lucas's section of the game.

[00:33:46] **Logan Moore:** It's probably the weakest, I don't know. I, I mean of the core Baker family, it's by far the weakest, but it's not, It's not, it's not bad.

[00:33:57] **Max Roberts:** It doesn't end in a bar. [00:34:00] It ends in a boss fight. Just not the boss fight, you think? And I think a part of it is you solve the room before you get to the room.

[00:34:10] **Logan Moore:** That's the point though.

[00:34:11] **Max Roberts:** I understand.

[00:34:12] **Logan Moore:** Did you do the whole thing again or did you run directly to the lock and punch in the loser code and then.

[00:34:18] **Max Roberts:** Go get the uh, no. Did the ran and punch punch the code? Cuz they knew it all worked. So yeah, if you play the VHS tape when you get there, it's not changed. It's not different. The only thing different is the board on the back of the wall where you have to throw the bomb back through.

[00:34:34] **Max Roberts:** Yeah. So all of the tension, all the attention is sucked out of his entire encounter. Wandering through the barn is super linear and you're fairly well stocked at that point. I guess the only thing you really haven't faced before is like the big fat mold monster. Mm-hmm. . But that's super easy at that point.

[00:34:53] **Max Roberts:** If you have the right items, you're flame through your grenade launcher, like you're good. It's not a tough fight really. [00:35:00] And then you do the VHS tape, which has zero tension. You know, the tape ends in your death, like, but there's no immediate pressure. And then when you get back there, nothing's changed. So you just punch in's the code.

[00:35:13] **Max Roberts:** He's gone.

[00:35:13] **Max Roberts:** Yeah. And again, it's a, it's a hanging thread they have until the DLC I mentioned before. So I kind of wish it was either more puzzle centric as in more puzzle rooms just kind of all connected or it was one bigger puzzle or you only knew part of the puzzle. Like, I just feel like they, they show their hand early in a safe way and Lucas' entire thing has no stress.

[00:35:41] **Logan Moore:** I feel like that's part of why they do that though. Like if you play through the tape, you're supposed to then have one up on him and you know, and you can take advantage of that. Like that's kind of the point at the same time is that, oh, Ethan's already seen this and he knows how to get past this and he doesn't have to go through the same things that happened to the person before [00:36:00] him.

[00:36:00] **Logan Moore:** Um, But I get your point. It does make it redundant, and then you're just kind of going through the motions. I think the thing about Lucas is he's one of the more interesting characters in this game as far as the events of the plot and what's actually going on. And his whole sequence doesn't do much to bring to light his involvement with everything that has been happening at the Baker State, Baker Estate and everything that's been going on with Evelyn.

[00:36:28] **Logan Moore:** His role in all of this is pretty interesting and has some effects on the larger, He has more wide ranging gene effects on the larger resident evil universe outside of just what's happening at, at the, at the farm with the, with the people in question, with Ethan and me and Zoe and everybody else. Uh, but they don't really hone in on those things until the DLC and until you've learned about this stuff that I'm referring to.

[00:36:56] **Logan Moore:** And again, a lot of the supporting. files that you'll [00:37:00] find scattered throughout the game, and you're like, Okay, wait. There's some interesting stuff going on here with Lucas. But yeah, after his whole section in the farm, he just kind of runs off and that's the end of it. And you don't really see him mm-hmm.

[00:37:12] **Logan Moore:** again until you play the DLC with Chris. Um, so that's a bummer. That's, Yeah. I, I don't know if they ended up coming back later, uh, with the DLC and they're like, Oh, cool, now we can maybe do more with that. Or, I guess what I'm saying is I hope when this game was made, Capcom wasn't intentionally trying to keep those elements with Lucas hanging because they're like, We'll just release DLC later and do that.

[00:37:36] **Logan Moore:** And the DLC was free, so it's not like people had to buy it. So that's good. It's not like they're chipping people out of money necessarily, but I would've liked to have seen more of his, uh, eventual. Plot arcs come to fruition within this actual game, rather than supporting content later on. Yeah, we've been talking about a lot of the characters.

[00:37:57] **Logan Moore:** Um, let's touch on some of them as [00:38:00] well. I think this game has some of the most, I'll say, I think it has one of the most iconic characters on All Re folk, which is Jack. Mm-hmm. Jack is great. Jack is amazing. Jack's one of the best villains in all evil, in my opinion. I think he is fantastic. His voice actor is fantastic.

[00:38:19] **Logan Moore:** He sounds both his, his personality of being both, like he's both creep. He's creepy, but he's like laughing the entire time he's chasing you. He is got this southern draw. Come your boy like he, he's so, he, he's so frightening and he's, and he's unlike any other character that is really in this series until he inevitably turns into a large.

[00:38:44] **Logan Moore:** Tentacle Goop monster at the very end with a bunch of eyeballs. He's very unlike a lot of other villains we have seen in the re evil franchise. He is just this hulking tank that will not stop and will not die. [00:39:00] And he does not go away. Even when you saw him in half, he comes back as tentacle boy. Like I said, later on, like it.

[00:39:06] **Logan Moore:** I think this game in a lot of ways is made better by him. Marguerite, she's fine. She's not really in it too much to be honest. Uh, Lucas, I kind of touched on him and my feelings on him, and then we'll talk about Ethan here in a second, but I didn't know if you had anything.

[00:39:22] **Max Roberts:** Jack is very, Jack, especially when he is chasing you in the house. Like those are genuinely tense moments. I do think there's some game design issues there, but the actual character of Jack coming in the house, leading this family, being spooking, coming around, I. I enjoy all of it. It's really fun. Great, good tension. The fights with him, he's really crazy. Actually. Abby sat on the couch while I did the chainsaw fight where he has like giant scissors or whatever, and that was freaking her out.

[00:39:57] **Max Roberts:** That was a really fun, tense [00:40:00] encounter with this crazy man character. Super fun. My beef with Jack is the end of the game, where in the flashback they retroactively like, Please save my family. I really would've just preferred. They were crazy the whole time, like I didn't, This sympathy card at the end felt really cheap and lame, and I didn't care for it.

[00:40:27] **Max Roberts:** I like crazy Jack and crazy Margarita. I didn't care for we're possessed. Please help us. I just, I didn't like it at all. I, it actually made me a little upset. ?

[00:40:42] **Logan Moore:** Well, I would, I would push back and say that's one of the larger throughline threads of most of Rein evil is that most of the bad guys are just normal everyday people who have been taken over by, I mean all the zombies, all the, Okay.

[00:40:58] **Logan Moore:** Various members, [00:41:00] all the core. I like, Obviously we wesker and well like, okay. Obviously certain bio weapon people are very, are like, okay, was bio weapon Ty Tyrant and Stu, and we like, these people are inherently evil, whatever. But a lot of the general baseline enemies in these games, the, your, your normal zombies and the, they've been taken over because of this plague that has been spread by umbrella.

[00:41:30] **Logan Moore:** And Evelyn is a bio weapon and she has had the ability to infect people with her gift. That's what they call it. Mm-hmm. . Um, and so they really have been taken over against their will just like a lot of other people in this universe have. So in that sense, I don't think it's that out of bounds compared to what we've seen in the other teams.

[00:41:51] **Logan Moore:** It, but I get what I get what you're saying,

[00:41:54] **Max Roberts:** it earned it. Maybe if there was more hints [00:42:00] dropped about it or build up to it, it just felt super cheap.

[00:42:03] **Logan Moore:** Maybe they could have just more explained in accompanying files or something like that. Mm-hmm. like what really happened to them and may and you could have felt sympathy for them in the same way that you feel sympathy for, uh, what's the character from re one remake?

[00:42:18] **Logan Moore:** Uh, Lisa Trevor. Yes. Like you have sympathy for her as a character and they really contextualize that well through the files that you're reading and finding. And you start to realize that this is a tragic circumstance that has befallen her and you feel bad for her. I think they could have done the same thing here with the Baker family, rather than putting a very to the point.

[00:42:40] **Logan Moore:** I'm not that bad, it's just my, I've been taken over, I'm, so, it was my wife and child. Yeah. Like that's a little family. That's a little on the nose to put that scene in there. I do agree with you. Uh, but I, I like the, I'm not as against the idea of them being taken over against their will by
[00:43:00] Evelyn because it does make it tragic.

[00:43:02] **Logan Moore:** In the same way that Lisa Trevor's story was,

[00:43:04] **Max Roberts:** I think Evelyn is more like Lisa Trevor than the rest of them.

[00:43:10] **Logan Moore:** Uh, Evelyn's off rocker though.

[00:43:14] **Max Roberts:** Well, let me put it this way. The, the Evelyn that was a child, the actual child, Evelyn, is a bit more tragic in the sense that she has just been in a lab her entire life and experimented with and on, not so much.

[00:43:30] **Max Roberts:** Old Evelyn, which,

[00:43:31] **Logan Moore:** Well, that is her. That is her. No, I understand her. Makes people see the child version of herself cuz she's gonna make people hallucinate or whatever. Right, right, right.

[00:43:40] **Max Roberts:** I get all that. But I'm saying just the, the one in the flashback that is a girl on the boat. Yeah. That is the more Lisa, Trevor, like Greg reveal, by the way, of her being old and actually being the granny.

[00:43:54] **Max Roberts:** Yes. That was popping up around the house when it clicks when you, for me it clicked.

[00:43:59] **Logan Moore:** Did you think much [00:44:00] about the granny throughout the game? Like there's another family member here who is this like

[00:44:05] **Max Roberts:** in the beginning of the game? Yes. Because she's popping up everyone and I'm like, Oh my gosh, you're a terrifying woman.

[00:44:11] **Max Roberts:** When am I gonna fight you? And then she leaves because you go other places. I'm like, you forget about her. Then you come back to the house and she's popping up again. But you're used to this, you, you almost are desensitized to her. Yeah. As a threat, which is. Super smart on their part. And then for me, you read the note and it's like, Evelyn's becoming old now.

[00:44:36] **Max Roberts:** And I'm like, well she doesn't look old. Like it didn't fully click. It was when I came back into the basement, it wasn't even like this flat, it was like the, oh my gosh, she is Evelyn. Great moment, great reveal. And it's just the right level of surprise twist. It's not some convoluted, Oh, I was secretly doing this the entire, it's [00:45:00] just, there's Evelyn, like she was here the whole time as granny.

[00:45:04] **Max Roberts:** I wonder what would happen if you like shot granny die, obviously, but is Oh, the radical would go away.

[00:45:12] **Logan Moore:** I'm not sure. Yeah, I don't know Alexia.

[00:45:14] **Max Roberts:** But good reveal. Evelyn is a satisfactory villain I think in, in the context of renebel. She's um, You know, she's fun as a source of

[00:45:27] **Logan Moore:** mold making a child. The villain too is something that we've, uh, there's some other games that kind of think.

[00:45:34] **Logan Moore:** The closest would be

[00:45:36] **Max Roberts:** from what I've played, the closest is obviously Lisa Trevor. She is a boss in some context. You don't have to fight her. You can, um, you just kind of let her go. But it's the same concept, I think expanded upon fully in a game. Cause in the remake, they add her from the, or like she wasn't in the original.

[00:45:53] **Max Roberts:** This is a fully fleshed out idea as a child, as a villain, which is also another just horror [00:46:00] trope feels almost mean, but it's like a horror thing. Trope. It's the only word that really applies to have a kid be possessed in a villain and stuff. And they do well with it here on their first attempt as a full, main villain.

[00:46:15] **Logan Moore:** Mm-hmm. . Let's talk about Ethan. I don't know if you have any. Strong opinions on Ethan or if there's even much you have to say at all. Cuz I think he just sort of is supposed to an every man feel like he's supposed to feel like an everyman. He's supposed to feel like you are the person who's in this situation.

[00:46:34] **Logan Moore:** Uh, yeah. People have hated on Ethan for a long time, I think from this game. Like, Oh, the game was good, but Ethan Sucks and Village does some things to change that and play around with that idea, uh, play around with that response that fans had. But I've never disliked Ethan. Uh, I I, he's not a silent protagonist because he's obviously talking and he is, he's great lines and a girl to [00:47:00] the story.

[00:47:00] **Logan Moore:** He does have very good lines. I, I think he's very pretty well written for a faceless protagonist and, uh, I don't really have anything bad to say about him as the main character of this game. And I think it's important to recognize when this game came out, which is after Resident Evil six, which featured.

[00:47:19] **Logan Moore:** Pretty much all of the main, not all, but a lot of the main characters from the Reside Evil series were in six. They're like, Okay, we've been doing different games where fours focused on Leon and fives focused on Chris. What if we put one game and all of them were in it? Yeah, that's a great idea. And then that game sucked and no one liked it.

[00:47:36] **Logan Moore:** Uh, what will we think about that game? Find out later in the season when we play it? Uh, but that game brought a lot of them together and then it wasn't received well. And so Capcom's like, Well, we gotta go back to the drawing of war and we'll just create a new character. He's just gonna be sort of a blank slate.

[00:47:52] **Logan Moore:** I guess what I'm saying is this could have gone way worse than it did with him being the central role. And I think for what they were going [00:48:00] for, Ethan being the central protagonist actually works quite well in this game. And it works very well in, uh, looking at the larger franchise and this being a reboot of the series as well, which is still meant to touch back to the other games.

[00:48:17] **Logan Moore:** All in all, Ethan's. Solid. He's not, he's, he's not amazing, but he's not, he's not bad either, but he does well in his role as the main character

[00:48:27] **Max Roberts:** being a first person game and a VR game, which naturally, first person. But being those, it feels important. Do you have a, a blank slate or as much of a blank slate as possible?

[00:48:43] **Max Roberts:** Because you are being put in the shoes. You're, they're putting the gameplay on the stick, right? Or on the headset, in your controllers, in your hands. And so it has to be adaptable to whoever is playing the game. But [00:49:00] Resident evil from what I have played, you know, before the show and, and during the production of the show, the cast is vital to resin evil.

[00:49:11] **Max Roberts:** These, there are characters that people love. Or enjoy a lot from spooky elements and stuff. And I think the rest of the cast does a lot of lifting to help keep Ethan as moldable as possible. So I like Ethan and I think what they do with him in village is super fun. And you know, maybe there will be more Ethan someday, maybe, who knows?

[00:49:39] **Max Roberts:** I don't know, from based off the end of eight, who knows? But I like it. It's a good clean slate for people to just slip right into and it's effective and I think that we're probably really tough for them to balance in the design.

[00:49:57] **Logan Moore:** Yeah, I do too. I think that was probably a really difficult [00:50:00] element of this game.

[00:50:00] **Logan Moore:** The other thing that I think was really difficult was just making it first person in general, which was something you started to touch on. But that's the other major feature of this game is that they do shift it to first person. And the way we're playing this for Chapter Select here is different because we're starting obviously with an original game and then jumped to a first person game.

[00:50:18] **Logan Moore:** And the first person games are not common in the series. There are two of them, to my knowledge. Or maybe is there, I dunno, I'm not counting other spinoffs or anything like that. There's two, mainly

[00:50:29] **Max Roberts:** Reasonable four VR is a first person game.

[00:50:32] **Logan Moore:** Yeah. Okay. Whatever. It's a first person. There's, There's only a couple of them.

[00:50:37] **Logan Moore:** Yes. And this is what started it. So I think as a first person game this, this game really succeeds as well. I think that, I think that's another. I think it, I think there's just a lot of, this game on paper I think was a recipe for disaster. Like, Oh, we're coming off of, uh, re rule six. It didn't do well. Uh, let's, uh, [00:51:00] go back to the first game and we'll do that again and let's change, change the genre because I don't think people like the shooters anymore.

[00:51:08] **Logan Moore:** So we'll just completely shift the perspective to something new and we'll put a new character in the main, like everything on paper with re level seven could have blown up big time in Capcom's face. And a lot of the original demos for this, people were kind of not critiquing, but uh, there was a lot of, you could tell that they were drawing a lot of inspiration from games like Outlast and other horror first person horror games that were around that time that were really seen in the early PS4 era.

[00:51:36] **Logan Moore:** So it was like, okay, is this going to feel like resident evil and first person? Like, are, are they still going to have that resident evil juice? in this new game? Or is this just going to be Capcom trying to play the like, like copies, things like outlast or, uh, what is the machine for Pigs game? What is that?

[00:51:55] **Logan Moore:** That's the one I think of for some darkness. Yeah, No amnesia. [00:52:00] The dark

[00:52:00] **Max Roberts:** descent amnesia. Dark descent and machine for

[00:52:03] **Logan Moore:** Yes. Yes. Those two games. Those are other, uh, eternal Darkness is the game. Keep game. Yes. not first person. Um, yeah. At the Amnesia games or other big, uh, first person horror games that were around that time that were doing really well.

[00:52:16] **Logan Moore:** And so I, That was the concern coming into this is that Capcom would just try to. Mimic things that were popular in the survival horror space at the time, that they would lose resident evil in the mid, in the midst of that. And that's totally not the case. They, this is a first person game, but it is also inherently a resident evil game.

[00:52:32] **Logan Moore:** The puzzles are still there. The, all these things we have written down, the puzzles are still there. The inventory system is still similar to the previous games. Uh, the way you are getting around this world, you gotta, you're, Oh, I found a scorpion key. I can now open scorpion doors. Like all these main things that are synonymous with Resident Evil and have been for decades are still present in this game.

[00:52:55] **Logan Moore:** And it, even though the perspective has shifted doesn't feel like the, the [00:53:00] formula has been lost, which is great. I love that. Personally,

[00:53:03] **Max Roberts:** being the first reside evil game I ever played, this is. I'm almost approaching this backward, like yeah, this is re evil to me. And I see, it's funny, this happened to me as well with Zelda.

[00:53:16] **Max Roberts:** My first 3D Zelda game was wind waker, and then I go back and play a arena of time. I'm like, Look, they took the wind waker chest animation and put it in a arena. Oh. So playing rel seven first I'm Go I, in the games I've gone back to, it's like, Oh, this is where it comes from. Or this is how these systems come from.

[00:53:33] **Max Roberts:** So yeah, to me this will always be re evil on some level. There are some first person things though that I think they don't get right.

[00:53:44] **Logan Moore:** Do you not like the shadow puzzles?

[00:53:47] **Max Roberts:** Shadow puzzles are fine. , there's like two of them. The puzzles in this game are a separate thing, but first person doors. Mm-hmm. the door stuff in this [00:54:00] game is janky.

[00:54:01] **Max Roberts:** There is are times where you're pushing on the door. and it's like, are you caught on the doorframe or not? Like they didn't get the doors quite right. At least playing with a controller, a nod. VR doors, a little Jan. Sometimes you don't know if the door is locked or not. The map isn't indicating it, so you don't know if you're just pushing it wrong.

[00:54:20] **Max Roberts:** You definitely get stuck on things in this game that are not super great, so not necessarily a fan of that. I think that's kind of my biggest first person. The rest of it's more just scenario and level design, but the the door thing really kind of upset me at a lot of points.

[00:54:40] **Logan Moore:** Well, what do you have to say about those elements? You said scenario and level design.

[00:54:46] **Max Roberts:** I think they do too many. Singular paths or approaches and then they box you in and you can't get pa like in the [00:55:00] basement or something. You, a mold man will drop down from the ceiling and you, there's mold men behind you so you're, you're boxed and you don't have any ammo.

[00:55:08] **Max Roberts:** It's like, well you could run past them, but they take up the whole hallway and kind of like the doors, you can't really squeeze past them. You gotta like shoot 'em to stu 'em to run around. It feels more janky than in say, Reva one where you could shoot a zombie and then run around it. Like you running around a zombie in third person is easier than running past a mold man and first person and not, I don't think because of challenge, I think because of some level design and just perspective in things.

[00:55:40] **Max Roberts:** So I felt trapped more than I think I should have and not from a, this is hard or a challenge, but more. , I'm stuck on the wall and I'm, I'm, I can't get past it. So I definitely died to that more than once. Cause you, you even text me one time, you don't have to waste your, you can just run past them. It's like, I can't [00:56:00] run past them If they take up the whole hallway and there's no room to squeeze.

[00:56:05] **Logan Moore:** There are times I did that. It's somebody who played on Mad House. I'll tell you right now, I had to do that more than once.

[00:56:13] **Max Roberts:** I believe it. And it just, to me it felt cramped in an unfair

[00:56:17] **Logan Moore:** way. That doesn't mean it's not hard or difficult or, you know, it's just, it's just difficult. I think it, you're presented with a hard choice.

[00:56:26] **Logan Moore:** I don't think, I guess the pushback on what you're saying, if they made the hallways bigger or it was less cumbersome. , that's an easy game. And you're supposed to feel a little stressed when you're trying to get down a singular corridor and they're sure, and there's a villain in front of you and you don't have enough ammo.

[00:56:41] **Logan Moore:** Like that's the survival, any ammo. But yeah, that, that's the survival, horror aspect of it. There's no way out there.

[00:56:48] **Max Roberts:** You're put in unfair scenarios, I think, because it's not like you can turn around and go the long way around. I mean, you can in some scenarios, but there's also just, there's enemies on [00:57:00] both sides.

[00:57:00] **Max Roberts:** You're stuck in the hallway, you have no ammo and it's not like you can't run past them, you physically cannot. And it's in other games you could try and run and avoid being grabbed or you know, sometimes enemies would still grab you. It's just, it felt unfair at times. Or Jack would be in the hallway and like the only way to get from the save room to the main corridor is down the one hallway and he's just camping down there at the end.

[00:57:26] **Max Roberts:** It's like, What am I supposed to do here? Lure him out and then he maybe goes in one or somewhere else. There just felt some like one hallway scenarios.

[00:57:37] **Logan Moore:** That's why the good Lord gave you a block button that you pressed the elbow.

[00:57:41] **Max Roberts:** Can we talk about that? Stop your arms.

[00:57:43] **Logan Moore:** We can, because it's, I'll tell you right now, I don't know if you have anything to say about it.

[00:57:47] **Logan Moore:** It is vital in Mad House that became my best friend. Blocking became my best friend. It never worked for me. Like you're never going to Totally, Uh, I [00:58:00] should say when I played Mad House, I had one of the defense books on me, which is a bonus item you get for beating the game once and if you block, it does reduce your damage a little bit more when you block.

[00:58:10] **Logan Moore:** So that was one boost I did have while playing Mad House. That being said, everybody hits like a tank in Mad House, so, But still blocking became very integral in my play through that. I

[00:58:19] **Logan Moore:** did.

[00:58:19] **Max Roberts:** It has to be, I would think on vital, but I'm telling you man. Again, maybe I'm just terrible at blocking or whatever, but I'd hit the thing and then I'd be like stabbed or thrown around or pushed back onto the ground.

[00:58:31] **Max Roberts:** Like, what is

[00:58:32] **Max Roberts:** this doing? How it, Are you trying,

[00:58:33] **Logan Moore:** Were you trying to time it as like a carry something up? No. Okay.

[00:58:38] **Max Roberts:** Yeah, but I just felt like I was still getting my teeth kicked in and not like my health's going down, like thrown around like I couldn't do.

[00:58:45] **Logan Moore:** Yeah, you still get, you still get messed up. You just don't take as much damage, I think as a result.

[00:58:49] **Logan Moore:** But they can still smack you around.

[00:58:52] **Max Roberts:** Didn't feel very effective. I was not a fan of it. Um, didn't really use it because just felt, I think it

[00:58:58] **Max Roberts:** just, yeah, I think it [00:59:00] just mainly diminishes the damage you receive, but they can still have, it. Hasn't a fan act on your character model? I think we've touched on a lot of things here.

[00:59:07] **Max Roberts:** I don't, we've wrote down some other things. I

[00:59:09] **Logan Moore:** didn't know if you had anything to say about the inventory system. It feels very similar to the other games. I like how you can inspect the items a little bit more closely in this game compared to some of the others.

[00:59:19] **Logan Moore:** To me it is interesting. It feels like a.

[00:59:23] **Max Roberts:** Half step between older re evil games and resume of four, you're not really managing the rotation of the items. They auto rotate and really the only thing is, is your quick equipped items or your shortcuts or whatever go vertical and everything else is for horizontal. So there's a little bit of, a little bit of space managing, but not a ton.

[00:59:48] **Max Roberts:** Yeah. So you didn't have to think about it necessarily too much. Um, it never got to the point I felt in resume. Well, one remake where it was unfair. I [01:00:00] put things away, there's plenty of boxes. So it felt good. It was a decent system. The crafting was, um, slightly interesting. I never really did anything with the psycho stimulant stuff, so that felt like an unnecessary part of crafting.

[01:00:15] **Max Roberts:** But you know, then there's different ammos or, or levels of chem fluid. So it was good. Wasn't. The best, but it was, it was good for the type of game we were dealing with here. I actually really like the weapons in this game because I think there's enough of them, but not so many that it's overload at the same time.

[01:00:36] **Max Roberts:** Like there's about, off the top of my head, there's like, there's like six to seven items I feel like in the game. Like two shotguns, a grenade launcher, and then you're counting. Are you counting the magnum as a pistol, I assume? Yeah.

[01:00:48] **Max Roberts:** The one in the cage Uhhuh. I didn't get it, but Oh, it's a beast. That's great.

[01:00:53] **Max Roberts:** That's what it says. And then there's two other pistols and the flame thrower, so seven and then bombs and a [01:01:00] machine gun by the end.

[01:01:01] **Logan Moore:** Yeah. You get a machine gun, I guess was, Yeah, that's the end. Yeah, that's typical. And then you can get some other weapons in the secondary runs if you complete certain things, like the gun you pick up at the end to kill Evelyn.

[01:01:13] **Logan Moore:** If you beat the game, you can get that gun and run around the house and blast everybody with it, which I did. I had in my run, it's called the Albert. Um, it's pretty great, but even that was not good enough to kill everybody in Mad House. Mad House was rough. I know a lot of people Just to talk a little bit about my Mad House run real quick.

[01:01:35] **Logan Moore:** Uh, we don't have to spend too much time on this because I know you didn't play in this mode. So Mad House changes certain factors of the game. Like for instance, in your own play through, after you fight Jack in the garage, he doesn't show back up for you until you go in the bathroom and drain the bathtub, right?

[01:01:53] **Logan Moore:** Mm-hmm. . Yeah, he shows up right away for me. The second I get back out in the main house, he's running around ready to go. [01:02:00] So don't like that.

[01:02:02] **Max Roberts:** No. Thank you, sir. You're speaking in, stay away.

[01:02:06] **Logan Moore:** But other thing, in conjunction with that though, the scorpion key, rather than putting the Scorpion key down, uh, in the basement on the body, do you remember when it on that location what I'm referring to?

[01:02:20] **Logan Moore:** I believe so, yes. But because you have to go, because in the easy mode, what you have to do is you have to go out to the bathtub, get the, uh, I think the big, uh, shadow door thing, open the shadow door, go back through that back way. And then you go through the back hallway and then you can go into the basement.

[01:02:37] **Logan Moore:** And then in the basement there's the scorpion key, and then that lets you get back out into the main area. Anyway, in Mad House, the scorpion key is in the middle of the room and it's in one of the bird cages. So you have to put three antique coins in it in order to unlock it. But however, there are 30 antique coins in Mad House rather than 18.

[01:02:57] **Logan Moore:** There's like 33 I think. So there's more [01:03:00] coins in the in madhouse mode, but you have to use those coins to get the scorpion key. So basically what I did was I went out in the main hallway, opened the Scorpion key right away. The second you open the cage jack bust into the room. You have to go open the scorpion key door, get out of there.

[01:03:17] **Logan Moore:** and then you can go downstairs and try to do the chainsaw fight with him right away. And that's basically what I had to do because I couldn't run around any of the house because he was just going to be there. Ready. Yes, he was a huge threat. So I, in my own place where I went to the basement, I was like, All right, let's square up and fight now so we could get this done with.

[01:03:36] **Logan Moore:** This is the first thing I did is just tried to kill him to get him out of the way . So that's, I mean, there's like little differences like that throughout the game and then obviously the, everybody hits way harder. Everybody takes way more hits. It's really, really difficult, but it's a very fun way to play the game.

[01:03:53] **Logan Moore:** It also saves, are limited, uh, as well. So I had, uh, cassette tapes. You can only [01:04:00] save it to cassette tape players if you have cassette tapes on hand, similar to the CRI ribbon. So, uh, I still ended the game. I was saving pretty frequently and I still had probably, I wanna say like five cassettes. By the end of the game.

[01:04:16] **Logan Moore:** So I never, you're, you're stressed because you don't know when you're gonna get more of them, so you don't wanna save too much. And I felt like I was saving a little more than I needed to at times. And there was still always more for me to find. So I, I never, I never actually hit zero cassette tapes and I was like, I don't know when be able to save again.

[01:04:37] **Logan Moore:** Um, but yeah, it, it's a fun way to plan. I definitely recommend it. And it gave me a lot of those og re evil vibes, especially with the saving methodology and stuff like that. It's fun.

[01:04:51] **Max Roberts:** I think if we weren't playing so many of these games, like we weren't playing them all back to back to back, I would, I would've jumped into a mad house.

[01:04:59] **Max Roberts:** This had [01:05:00] a similar feeling to me as I did with re well, three actually earlier this year when I played that on my own volition and I just kept playing that game and got the platinum in it. And I think if I was playing this of my own volition, Here in 2022. By the end of the game, I felt like I wanna do this.

[01:05:18] **Max Roberts:** Like I'll go for the plat in this, you know, two more playthroughs, I got this. You could do two more. Yeah. Yeah. So that's an enticing hook. And there's always that, the thrill of the challenge. I would, I have gotten through Matt house. I don't know, I would've followed with guide of course. But yeah, it's definitely an enticing game.

[01:05:37] **Max Roberts:** There's that loop that you still want to go back.

[01:05:40] **Logan Moore:** I think you could have got through it. I, I would've coach you through what to do. I would've told you to go do your, uh, under four hour speed run. Cuz if you do that, then you get a, uh, spinning saw of some sort and that thing is a monster in Mad House. You can basically, one hit everything.

[01:05:59] **Logan Moore:** [01:06:00] It's kind of like having a handheld chain saw. It's like having a rocket launcher and re three. Yeah, yeah. You can basically, the boss fight with Jack in the basement. You don't even need to get the actual chainsaw. You can just take the one you've got to his head and it kills him right away. It's pretty great.

[01:06:14] **Logan Moore:** That's pretty cool. That's pretty awesome. So, but you need to, you need to beat the game in under four hours first. So if you did wanna platinum it, go do your speed run. Don't heal, play on easy mode. That's not that hard either. That's a very simple, I beat that entire, my easy mode speed run without using any healing items.

[01:06:33] **Logan Moore:** Gotta be a good gamer. Couple other things I wanna touch on here and then maybe we will start looking to wrap up. I do wanna talk a little bit more about the boss fights and also let's talk about enemy variety because let's talk about that at first because I feel like there is none. It's mold boys in crawling, mold boys, and then some fat mold boys, and that's all you got.

[01:06:54] **Logan Moore:** Mm-hmm . And that's probably one of the weaker elements of the game for sure.

[01:06:59] **Max Roberts:** Don't [01:07:00] forget the worst villa enemy in the game. The bees wasp, whatever. Oh yeah. Those are atrocious. You cannot kill them without taking out the hive. They just never stop hitting you. They block key paths, especially when she shows up.

[01:07:24] **Max Roberts:** Margarite does Screw the bugs. Screw 'em. They're terrible.

[01:07:31] **Logan Moore:** I do not like the bugs. I don't like her being the bug lady. I don't like the bugs stabbing you. Especially on my mad house run. That was not fun. That takes like half your health right there. Um, yeah, there's just not a lot there. You get tired of killing the old people by the end of the game.

[01:07:46] **Logan Moore:** Bosses on the other hand, I think are pretty fun. Uh, Jack I think is obviously the garage fight's. Uh, the fight against Mia early in the game, which he's got the chainsaws pretty intense too, because you still [01:08:00] don't know really what's going on. You just got your hand chopped off. I know that's a little bit more of a smaller engagement, but there's a lot of high stakes in that moment.

[01:08:08] **Logan Moore:** The game really comes out of the gates in a very strong manner, I believe, with that whole sequence where you're like, Oh my gosh, I found my wife. Yay. We can get outta here. Oh no, I have to kill my wife with an ax. Now a like, it really comes out of the gate in an awesome, awesome way. First 20 to 30 minutes of the game are, they set the tone quite well, but Jack's, all of Jack's fights are great except maybe for the one where you gotta shoot his eyeballs and he's a big tentacle dude.

[01:08:39] **Logan Moore:** The Marguerite fights fun, I think I mentioned before, but the final f fight with Evelyn is not, is probably the worst one in the game. There's. , you just shoot her face with all the ammo you have left that you've stocked up on you.

[01:08:52] **Max Roberts:** And I looked up a guide, I looked up a guide for that fight, um, to trigger that fight because she's in the attic screaming[01:09:00]

[01:09:00] **Max Roberts:** And I'm blocking cuz the game is prompting you to block. And I'm trying to walk and it just keeps pushing me all the way back. Apparently you have to run there. It did not occur to me. It didn't, it was not. Anyway. And again, an example of blocking being bad, um, even when they tell you to do it. So the, but the, the polygon guide that I, the first result came off the sections for that fight was shoot her face periods.

[01:09:30] **Max Roberts:** Great guide writing by the way. I loved it. I was like this bravo great guide writing.

[01:09:36] **Logan Moore:** Yeah. The final Evelyn fight even on Mad House. Like I did not die to it. I died. Like you said, when running towards her because her little blast she does in child form. Can one hit you? Um, well luckily there was a, there was a, uh, checkpoint right next to that, so that wasn't even a big deal for me.

[01:09:52] **Logan Moore:** But yeah, it's just shoot her in the face a whole bunch and then Chris will toss you a gun and then you shoot her in the face some more and that's all there is to it. The [01:10:00] Marguerite fight I think is very fun because it is in that greenhouse and she's running around and you don't know where she's at, and she's pop popping out the windows and she's popping out the ceiling.

[01:10:10] **Logan Moore:** I like that she's spying on you and you're trying to scan every aspect of the environment to try to figure out where she is at. And you keep hearing sounds, I don't know. Sounds like you, it's a good fight.

[01:10:22] **Max Roberts:** Moved throughout the house in that fight.

[01:10:25] **Logan Moore:** Sounds like I played it on Mad House and I had to, So yes.

[01:10:30] **Max Roberts:** I just sat in the corner. Yeah, and she just eventually would come and I would shoot her. I didn't, um, I did die toward the very end. It kind of, I wish there was a better indication for the status of bosses, their health or current condition. Um, there are clear like phase triggers where they do some animation they haven't done before and you're like, Ah, I know I'm in the next phase, [01:11:00] but each boss doesn't have a clear indication of how far along you are.

[01:11:07] **Max Roberts:** And so I'm a little, I wish there was something more with that, but we'll see how it goes.

[01:11:15] **Logan Moore:** Yeah, the blood on the screen is something that got really annoying to me with that as well, because. I immediately went to the options and toggled it down to as little blood that can appear on the screen as possible is what I want to see.

[01:11:29] **Max Roberts:** I didn't even know you could do that. Oh, I should have. Cuz that was annoying.

[01:11:33] **Logan Moore:** It makes it that much harder to know when you are dying I guess. But it's less annoying than having your screen shrouded and blood constantly. And again, because I was playing on mad house, there were some sequences where I was trying not to heal and I was trying to see how long I could last before I had to heal.

[01:11:51] **Logan Moore:** Mm-hmm. . So I immediately went in there and uh, you can't toggle off the blood on the screen all the way, but you can dial it back [01:12:00] just a little bit, I believe. Yeah. I don't know. All in all, I think most of the boss fights are good and then there's not too many of them as well. I like that. Again, as we said before, every, everything that's great on that front.

[01:12:13] **Logan Moore:** I do believe sinners around Jack, whether it's the fight in the garage, fight in the basement with the dueling chainsaws or even. I mean, he's not really a boss when he is running around the house, but he, he might as well be, You can't kill him. You can just kind of knock him down and put him at a commission for a couple minutes and that's all you can do.

[01:12:30] **Logan Moore:** Did you do that by chance? Did you ever try to fight him in the actual house?

[01:12:34] **Max Roberts:** No, just ran away.

[01:12:37] **Logan Moore:** Okay. So everything, every, all the great boss fights, I believe involve him, but I wanted to talk about music and sound design real quick and then we'll get into some wrap up stuff because very much like re evil one, like we talked about, I, I think this game's soundtrack is quite good and I think the sound design is [01:13:00] immaculate, and especially in vr.

[01:13:02] **Logan Moore:** That's why I can't play this game in VR is because it's one thing having it strapped to my face. It's another thing, having all the sounds of this creepy manner. Like, it's so the way they do the sound is so good and you can hear Jack stomping around in the same way that you can hear Mr. X stomping around at the police station as an evil two.

[01:13:26] **Logan Moore:** All the creeks, all the noises of the house settling, all the different, just there's so much going on. The sound design in this game is truly, truly immaculate. And it's one of the things that I think is so good throughout the entire series. And I'm sure I will praise this with a lot of the different games, but I, I, I think of the ones that I have played and do remember playing, I, I, I think re seven might be one of the best of the bunch in this manner.

[01:13:52] **Max Roberts:** I, I played most of this game with headphones on because I was playing early in the morning [01:14:00] and I couldn't really have it on my speakers, so I really did get to kind of immerse myself in the 3D sound. That helps a lot like with what you said with Jack or where enemies are placement wise. So that was.

[01:14:15] **Max Roberts:** Actually a quite useful tool, but it is super spooky. The sound design is, is great horror design. I think the, but the rest of the soundtrack, I really couldn't speak to it outside of the save room. I, I don't, And the opening main menu music's great. Um, I honestly don't remember it. I remember the song that starts when you boot the game cuz it comes in and just like, Go Talent.

[01:14:42] **Max Roberts:** And I'm like, Oh my gosh, get me out of this menu. So, Uh, the, the save room reminds me a little bit of, uh, the last of us. It has like that weird out of tune twang, kinda strum, like feels a little bit inspired by that, or, or no country for old men, which [01:15:00] inspired the last of us. So that was a little interesting.

[01:15:03] **Max Roberts:** I couldn't tell you single song for the rest of the game.

[01:15:06] **Logan Moore:** So, yeah, I mean, the savor the same room. The savory music is always what's at the forefront. And there's not a lot of other, most of the game is that like the presence of music in this game is meant to be, uh, is meant to soothe you more often than not.

[01:15:25] **Logan Moore:** Yeah. But there are still a lot of, a lot of it is sound design based to which I still, Yeah. Like I said, it's very good. I, I I, I, I cannot imagine playing this game with headphones on like you did. That would've bothered me quite a bit. I just can't do that. It, it, it. That was when I originally played this game.

[01:15:44] **Logan Moore:** I did play in VR for probably the first two or three hours and I just couldn't do it after a bit. It was just too much. I didn't wanna walk down any hallway cuz I heard noises and creeks and things crawling around and scurrying about and, Oh [01:16:00] no, no, thank you. It's, it's worse it's worse. Your mind makes it worse.

[01:16:05] **Logan Moore:** The things you can't see compared to those that you can, like when a mold person actually does drop in front of you, you're like, Ah, okay, I'll shoot it. Like it's not that scary facing off with an actual enemy once they show themselves, it's more horrifying not knowing what is around the next corner.

[01:16:20] **Logan Moore:** Yeah. Um, and yeah, these games have always done a great job of that. Let's talk about the legacy of this game and begin wrapping up here because I think that it's, there's a lot of things, this is something we always do throughout Chapter Select is talk about the legacy of whatever game or movie or piece of media that we are.

[01:16:41] **Logan Moore:** Talking about that given up. So the legacy is a through line topic in the show. With this one though, I I, I feel like our discussion is going to be much different and it's going to be because of some of the things we've touched on in the past. And maybe one thing we've not touched upon, um, so abruptly is the resident evil engine, the [01:17:00] re engine that this game is built on.

[01:17:02] **Logan Moore:** We mentioned it kind of offhand, or at least I did. Uh, but this engine has gone on to really be, I mean, Capcom has built everything around this engine in recent years. This went on to be the engine, obviously in the sequel with Reside Evil Village, but it's the same engine in the Reside Evil two remake, the Reside Evil three remake.

[01:17:21] **Logan Moore:** It's gonna be the same engine in the re four remake. It's the engine. Is this the engine in Street Fighter six by chance?

[01:17:27] **Max Roberts:** It is. It's the engine for Street Fighter six Devil may Cry Dragon's dogma. Yep. It, it has become Capcom's main engine and. I think like this is actually a story I want to write for my blog.

[01:17:46] **Max Roberts:** Um, and it may be up by the time this episode's out cuz this is months from now. But re engine is one of, if not the most flexible proprietary game engine out right now. [01:18:00] It is across all major platforms from the PS five and Xbox Series X PC down to the switch. It's, uh, coming to apple, silicon, you know, which is a big deal for, from a game perspective.

[01:18:15] **Max Roberts:** So it's coming to Apple's proprietary chips there. So theoretically it can then be applied to phones and iPads and stuff. It's a VR engine. It's got the frame rates that ray tracing action, horror fighting strategy. It is so wildly flexible across their entire line. It's honestly, I think a technical marvel and it all started here with Reside Equal seven.

[01:18:46] **Logan Moore:** Yeah, this engine is more important than this game and this game is important in its own way. And we can touch on that more in a second. But yeah, like here's everything. I mean we'll just run down the full gamut of everything that this engine has done since it first appeared in re [01:19:00] seven. It's gone to do Re Evil two Devil May Cray five Re Evil, three Monster, Hunter Rise, Monster Hunter, uh, sorry.

[01:19:07] **Logan Moore:** Monster Hunter Rise Re, Evil Village Re Evil four remake. It's going to be an exo-Primal, that new dinosaur shooting game they've got coming out. It's gonna be in Prma, which is an upcoming game we still don't know much about. Uh, Street Fighter six. And then, yeah, Dragon's Dog you

[01:19:20] **Max Roberts:** didn't mention as well.

[01:19:22] **Max Roberts:** Ghosts and Goblins: Resurrection.

[01:19:24] **Logan Moore:** I did not mention Ghost and Goblin's Resurrection because I don't think most people even knew that game exists. But yeah, it was that too.

[01:19:31] **Max Roberts:** Yeah, I mean it's 2D vr, 3D Switch, pc it Crazy Cool Engine that just has ea,

[01:19:41] **Logan Moore:** EA wishes. Frostbite was like this, which is the engine they pushed on people for so long.

[01:19:46] **Logan Moore:** Like Mass Effect. You have to use Frostbite Battlefield, you gotta use Frost Bite FIFA using Frostbite Anthem. Yeah. They push their engine on everybody in their desert. Like, no, we do not want this. Everybody at Capcom is using this engine happily [01:20:00] because it is clearly very good. Um, and I think in a lot of ways that is this game's legacy is, and yes, there's a second element to it here, which we're going to, we'll bring up here in a second.

[01:20:12] **Logan Moore:** But this engine is more important than this game because this engine. Has led to a Capcom renaissance and much of that renaissance has come about because of re evil. Like you can't under undersell the success of the re evil franchise since this game came out. But that engine, I mean Devil May Cry, Five was a huge monster run.

[01:20:34] **Logan Moore:** Hunter Rise on Switch is a huge hit. Uh, Exo Primal, I don't know about and neither same for pragmatic, but like Street Fighter Six looks great. Based on everything we've seen so far. Dragons dogma, two people are jazzed about that game. I mean, everything they've released with this engine has gone on to be a pretty major hit.

[01:20:53] **Logan Moore:** The only thing that they have released within recent years that was not built in this engine would be Monster Hunter World. [01:21:00] I believe. Uh, that was one of the only major games they've released within the past couple years that wasn't built off the pack of this engine.

[01:21:07] **Max Roberts:** And I would bet the next major Monster Hunter game is off this.

[01:21:12] **Logan Moore:** Yeah, but the next major Monster Hunter game could very well be re engine. Um, cuz again, like they did it for the switch version, the switch iteration of that monster Hunter Rise, which is very similar to the PS4 and Xbox One, uh, game that was so popular a couple years ago. So that's one element in this game's legacy.

[01:21:32] **Logan Moore:** The other element of the game's legacy is, we talked about it before, but not only did this game kind of save Capcom, uh, but it really saved Resident Evil. Um, Resident Evil was, I mean, Resident Evil had not been around for, I mean, how long, when did Resident Evil Six come out? It came out in 2012. So re Evil had been dormant for five years by the [01:22:00] time that this game came out.

[01:22:01] **Logan Moore:** Now we can't even go 18 months without a new re evil game if that, uh, because since. Re Evil seven Release. I mean, that was 2017. Since then, 2019 Re Evil two 2020 Re Evil three, uh, 2021 Village. Uh, we're skipping a year here in 2022, which is when we're recording this. Uh, Evil four remake, those going to kick off early next year.

[01:22:25] **Max Roberts:** And then, and there's the DLC for eight, which is this year.

[01:22:29] **Logan Moore:** No, it's not. That is this year. Yeah. Yeah. No, they have done, they have done things. I mean, they're adding new content to Village, New dlc, new game modes with the third person mode or reverse is finally coming out. So like we're getting new re evil stuff every year.

[01:22:45] **Max Roberts:** And so, And it's a good re evil stuff.

[01:22:49] **Logan Moore:** Yes. Consistent quality. Yes. Yes. Uh, this is not Assassin's Creed getting annualized type levels of derivative ness, at least not yet. Please stop. [01:23:00] Don't let it come to that. But yeah, it's all been high quality stuff. It really saved the series in a lot of ways. Um, And I think that's owed to this game.

[01:23:10] **Logan Moore:** If this game had come out. And like I said before, it was really a recipe for, I don't wanna say it was a recipe for disaster. Exactly. There, there are some clear things that could have gone wrong with this game, though, on

[01:23:23] **Max Roberts:** a lot of risks were being taken with the design, the approach, the reveals of this game.

[01:23:30] **Max Roberts:** Like it wasn't initially revealed as re seven. There was, you know, teases and different things like that, but clearly they went, they tried a lot of new things at once, where I think other developers with such storied franchises would not necessarily do so much new at once. This was make or break to a certain degree and it made,

[01:23:55] **Logan Moore:** Yeah, it broke in their favor and it really saved the series.

[01:23:57] **Logan Moore:** And I, I think re evil would've always been [01:24:00] relevant because those original games are still so popular. So even if this didn't turn out well, and let's say they feasibly still go on to do the same thing, which is. Remake two and remake three, then I think those games would've been, you know, fans would've still latched onto those games because Reside Well Two and Revenue, Well three and those original three, first three or four Revenue games still have so much love behind them from the fans.

[01:24:23] **Logan Moore:** But this game really showed that the series could evolve and become something new moving forward. And even as we're recording this, like obviously Village has been out and we'll do, uh, an episode about Village later in the season, but I mean, we're gonna get a ninth mainline Rose evil game at some point.

[01:24:37] **Logan Moore:** And like a couple years ago, it didn't even seem like seven was feasible because that's just how bad six was and how much six flopped. And now it just seems like we're going to keep getting new mainline re games for the very, like, I, I don't know, like they would have to start, they would have to put out a couple flops in a row for them to [01:25:00] really.

[01:25:00] **Logan Moore:** Rethinking their plans for this franchise. Like this is very much going to be a consistent thing that Capcom puts out every two or three years is a new one of these games. Um, and a lot of that is owed to this game. Absolutely. This really might be, I don't wanna say the most important, but it's probably one of the top five most important games Capcom's ever released just because of what has done for that company.

[01:25:23] **Max Roberts:** Mm-hmm. , it has introduced a technological renaissance in the company and revived their one of, if not their most important ip.

[01:25:35] **Logan Moore:** Yeah. I, I really think you cannot undersell this game's important specifically to Capcom. Yes. Hanford fans like myself, who grew up playing all of these games and liked them all and then was disappointed by six, so,

[01:25:50] **Max Roberts:** And I think that wraps it up for Reside Evil seven.

[01:25:52] **Max Roberts:** Thank you so much for listening. If you would like to follow the show, you can do so right in your podcast player, uh, wherever you listen. [01:26:00] That would be super helpful. And you can also follow the show on Twitter @ChapterSeelct. You can follow Logan on Twitter @MooreMan12 and his writing over at comicbook.com.

You can follow myself on Twitter @MaxRoberts143, and my writing over at maxfrequency.net. And until next time, audios Chapter Select is a max Frequency Production. This episode was researched, produced, and edited by me. Max Roberts Season five is hosted by Logan Moore and myself. Season five is all about Resident Evil.

For more on the season, go to chapterselect.com/season5. Follow the show @ChapterSelect and check out previous seasons at chapterselect.com.