- - -

Man, I gotta listen that Kojima podcast. Just remember that is it out?

By the way here is this if you want to look at it briefly there's about

Ten total seconds of new gameplay Oh within the first ten seconds for the first time though

If you watch the first 20 seconds

You can see the first actual

Uncut gameplay from the game. Oh the thing that stands out to me the most

Personally on a very interesting

Dumb note. Did you see it? Yeah, I just saw the game the thing that stands out to me

The most is that I mean, I don't think this is shocking by any means but clearly this is the dwarf

Realm this is this one time. Yeah, they've shown this off previously

the

Enemy he's fighting has a one over its head which means it's a lower level basic enemy

Probably one of the first areas we go to leave the first area you go to in the game, which is not a shock at all

So you will clearly start the game be on the run. Is there a jump button by frost?

You'll get to the by frost and then

Like he's leaping from below the wall. Is there a jump button? I'm got I'm going to imagine if you jump off

It's just an animation kind of like old Zelda games, or if you run off a cliff he goes

Yeah, but he's jumping from lower ground up to this higher platform

Let me see

Like clearly they show there's like a hook thing you can pull yourself towards

He's got the axe out. He's not using the chains

It's true

There's no or it could just be that special because it's clearly whatever that l2 or r2 is is what he just used

So maybe that's a part of it is a leap

The HUD looks essentially the same.

Yeah, I'm gonna guess you can jump on certain platforms

either with the blades or with a certain button prompt.

Wait, are they showing that they're gonna have

comparisons of all three platforms? There's a three by three shot.

Or are those...

PS4, PS4 Pro, and PS5?

Oh yeah.

Oh those are accessibility features.

So you can see the cut, here's the thing, go to 42 seconds into the video, you can see

the cut that they cut between during those sequences or you're asking where if he's jumping,

he's clearly just jumping from one platform to another.

It must be like a movement thing that you can just jump between the same thing.

Or maybe executed the move in the air which then gave him the extra vertical.

Maybe.

You can also see an Odin raven.

This does, I will say I'm hyped as can be for this game but it does look very similar

to the last one.

Well, I hate to break it to you but it's using a lot of the assets from the first game.

I know but even like the Odin raven here being here.

Listen, I'm gonna tell you right now.

I don't need to see any of this.

like, good job Game Informer getting the scoop,

but I don't need to see it.

Come November, like, I'm gonna play the game.

- I'm curious, I'm interested in seeing some raw gameplay.

Like, little like, encounters like that

to see how many subtle changes there are,

but that's about it.

Like, I don't wanna see, I don't wanna see cut scene stuff.

Like, I don't wanna hear anything about story,

or don't tell me anymore about that.

That, I'm good, leave me alone, I'm done with that.

you want to show me like here's some new Kratos animations and an axe thing like I don't mind

seeing that. Do you think Game Informer has got the exclusive Thor reveal? We know what Thor looks

like but you don't think they're home. I think they may as well just hold that for the game at

this point. Actually they won't. They'll release into their big trailer and they'll show him.

I think Odin will not be shown until the game is out. That would be great. They shouldn't do that.

I don't think we see Odin until game is out and people are talking about it.

I think that would be very fun.

Yeah, I don't need to see any more of this game though. I'm fine.

You know, if it's more, God-whore, that's fine.

Refine it. Refine it. That's what that game needed, was just refinement.

To like, really push it over the top.

You know what I will? I will allow seeing one thing.

If you see it, send it my way.

The management, item management system.

Refi- like that needs to be-

Oh yeah, yeah, yeah.

If that has been completely revamped, I'd love to see what that menu looks like.

I will say this, the other most interesting thing about the cover to me, I was very closely

inspecting this Game Informer cover, and I think there are two things that stand out.

One is just, oh, more dragons, huzzah.

But I don't think that's really that important.

But two, Brock and Cintrude are fighting.

I noticed that, I was like, are they gonna be fighting in this game?

Are they gonna be duking that with some people?

We gonna actually see them throw down?

I just like quickly glanced in the car so I didn't actually get to see so...

They are fighting!

There's like some toad amphibians but yeah there's Brack and Sindri up there fighting.

Someone is raining fire down.

Yes.

Thor presumably.

Maybe.

I don't think Odin would hail fire from the skies above so...

Maybe it's a... could be another god or giant.

Maybe it's a... tear.

Can tear do that?

I think tear is in this realm.

He is in this realm for sure.

Absolutely.

I think that's what brings him here.

I'm very excited for this game but I will also say nothing against the game specifically

but this is also, I mentioned this before, I was like "oh I want to play Last of Us Part

And if I do that, I kind of want to play part two and I was like man

I don't know if I should do that because then we'll get to November

I'll be like, oh boy another story driven third-person action game and obviously they're all very different from each other

combat wise and I am so

God of War Ragnarok, it's like my most hyped game

There's no way I would play Ragnarok and would get to it and be like

I don't actually want to play this right now

Like as soon as it comes out, I will be all over that well funny thing is is you'll be reviewing it

so you'll have it two weeks before everyone else anyway.

- Hopefully.

That's the prayer. - I assume you're well.

- That's the prayer.

Let us pray to the Lord Jim Ryan above.

- That game will go gold.

- That I'm not blacklisted for calling

Last of Us Part One a money grab.

- That's true, yeah, hack.

No, that game will go gold here in the beginning.

late September early October that game will go gold and press will get codes I think second

third week of October you know the fact that this is now a thing that it just showed proves

that this is absolutely out this year like they're not doing a game informer cover story

and then you're gonna be like oh last second delay we're sorry guys like there's no way

that there was no doubt in my mind that this game was I mean you and I both have been saying

God of War is out this year there's no way it's not so I do kind of like from a PlayStation

perspective, you know, they've got the marketing engine up for Last of Us Part One and then

they're going full swing into God of War. Like that's a really good marketing care.

I think we're gonna get Part One, I think next week they'll be like, "Hey guys, event."

Yeah.

We'll have an event and then I think it'll be God of War.

For September?

Yeah, and then I think it'll be God of War Full Tilt. I think this month will be busy

because there's not a lot releasing.

Ooh, do you think a state of play will have a game, like here's a God of War trailer thing

or something that will do like that?

I think they gotta show us what the heck else they're doing.

I also think we gotta see Spider-Man.

You think Spider-Man?

Yeah, if it's their big like, quote unquote, E3 thing.

2023 game.

Yeah.

They still haven't had their E3 level event, and the last time they did was in September.

Their next event, like big, you know, 30, 40 minute showcase or whatever, they're gonna,

they will have another PSVR2 thing.

it's going to be playable at TGS.

- Yeah, that's why I think that events--

- Yeah, so-- - Also, everybody said

this week that a direct is absolutely 100% happening.

- Yeah, and-- - Multiple people have said that.

- What's up with them tweeting out a release date,

a release window?

Early 23 for PSVR 2.

- They didn't even tweet it, did they?

- Yeah, they tweeted it.

It was like PlayStation France,

but then other PlayStation accounts.

I don't think-- - I saw it on Instagram,

I thought, but...

Yeah, no, there was a tweet somewhere.

Eventually, but you're right, it started on Instagram.

So weird, so strange, but, you know, whatever.

So we're definitely gonna see more of that.

We're gonna see Spider-Man, we gotta see

what other studios are cooking.

You know, someone somewhere.

Let's fix Xylopolis up to.

Media Molecule got anything?

Where's Dreams PS5, you know?

What about--

- Dreams PC is what it should be.

That game's got PC all over it.

- Yeah, it should be.

Nixus should be working on that right now.

Should have been working on it for a while.

That should launch on PSVR2, PS5, PC, everywhere.

Dreams needs to be everywhere.

It needs to have their games exportable and monetizable.

The whole deal.

Come on, Dreams, you're a tool set, first and foremost.

Where's an Act III, you know?

What's Mark Cerny really working on?

10 year anniversary of Knack coming up next year.

- What if there is Knack Part One?

- I'll say this, how are we getting a Gravity Rush movie,

but not a Knack movie?

If you were to ask me what PlayStation franchise

is more beloved and popular, I would say Knack.

Not Gravity Rush. - Knack absolutely

would get people to go see it.

- Yeah, people would go see Knack.

- I'd go see Knack. - Knack is back

in the theaters, baby.

Adapt Knack for the big screen. Do it, Mark Cerny.

You know what, though? I think a complex character like Knack, with so many parts and facets and objects to him, deserves like a TV series.

A 20 episode season, 45 minute episodes, like really to dig into Knack, you know?

Who would play Knack?

Hmm...

I have an idea, but it's somebody who's already starred in a video game franchise recently

No

Idris Elba

Idris Elba is Knack first he fought a lion

Now then he was Knuckles and now he is Knack

Cuz Knack has that big ol low voice when he gets into mega mega mode, but what's his high voice like what's his little?

Does he talk when he's a little neck? I don't even know. I don't remember I

Need to play neck to to understand the Lord did a neck that would be a funny

Like I've talked about April Fool's kind of seasons for us to copy at I have a copy of neck to somewhere

I guess I own neck to on the New Zealand PSN. I

Own it like a disc of it, but I don't know where it's at now

I think I need to I need to own a quinine to physically I don't

All right, uh

Let's do this. What do you want to do here? You want to do episode one or episode zero?

I know we've got a whole big pre-show recording thing. Is it better for you if

We do one or zero now. Does it matter?

We're gonna and obviously doesn't it doesn't know I can just spice them across

Let's just do episode one. Okay, we'll do zero

Let's get a feel for this and then we'll go back and do that quick

All right, we're gonna work another day if we need to but I know that won't take long

Hello everybody and welcome to chapter select a seasonal podcast where we bounce back and forth between a series of games exploring their evolution

design and legacy

For this season 5 we are covering the Resident Evil series

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

Max it is finally time for you to join the zombie family

Oh my gosh, I thought you were gonna make a Jill sandwich joke. I was waiting for the sandwich joke. No

Maybe we'll have some Jill sandwich jokes later

But no this is finally time that we bring you into the Resident Evil fold this season

Would you say bring me in under the umbrella?

Yes, exactly. There you go. We you found a good Resident Evil pun or joke. Yes

It's time we bring you it's time. I bring you under the umbrella of the Resident Evil fandom

Which I am very very excited about because it because it's a it's really great how we've set these up so if it's a good

Option yeah, if you're a longtime listener of the show obviously this is our

Six season here that we're doing with the Resident Evil

With zero yeah, so six yeah, yeah six season sort of this is our fifth season properly with season four

We're doing fast and furious

And that was a season that I knew nothing about before coming into it max knew everything about now. We've turned the tables

I have been preaching the Resident Evil Gospel since I was a youngster and Max has never really played any of these games

Which I think we can I mean let's just talk about that up front before we get too much into talking about

Today's episode which will be centered around Resident Evil 1 obviously

But yeah, I'm coming into this as sort of the pseudo expert

I have played all of these games that we're going to play before the only ones I have not played are the

Revelations games which I even might play at some point over the course of this season just because I've never done that

You've only played to my knowledge what seven?

Two remake three and three remake. I think I've played

half of seven

I've played eight to completion. I've played half of two played the Leon campaign

I've played okay, so you didn't even do the dual rounds. I did I platinum three, so I've played very a lot

And I am working my way through Resident Evil 4 VR before we started this season on Quest.

So I'm not done with that game, but I have just recently started it.

So...

And you've obviously played one now, duh, which we'll talk about.

Well, yeah, one now.

But really, I hadn't played Resident Evil until 7 came out, and I got that

because it was a PSVR launch title.

And I wanted... that seemed like a perfect companion piece for that.

And we'll talk about that in Resident Evil 7 episode.

But that was my exposure to the series.

And then I grabbed two cheap at a GameStop one time.

Just 'cause people talked about it seemed fun.

And then eight when it came out, I had a coupon.

Like $20 off I had to spend at Best Buy,

so that got me Resident Evil Village.

And three was kind of, I just,

I kept hearing three was short, so I wanted something.

Quick and snappy to play.

- There's something alluring about short games.

That's why I'm currently playing,

the time we were recording this a Call of Duty game. Like I told you I was playing Black

Ops 2 and you're like, "Why?" I'm like, "I don't know. Just short dumb game I can play

for no reason." Yeah, and Resident Evil 3 was that for me this year. Earlier this year

is when I played in Platinum that game within two weeks. It was a very tight window and

I had a blast with it. And then now Resident Evil 1. I am a, I mean conversely, so you've

never played most of these, I'm excited to revisit these because I have not played most

of these games seriously since, uh, whatever, I mean, I'll tell, I forget it, I'll just

tell my, we'll get into the rundown of Resident Evil 1 here in a second, but I'll share my

own legacy and history of the series, I guess, up front too, is I remember when Resident

Evil 5 was coming out, I've told this story on podcast before, but I've obviously never

told it here, so we'll get this out of the way up front to start the season.

I remember when Resident Evil 5 was coming out and I was really excited for that game

and I thought it looked awesome.

But my tick that I have always had with larger game franchises is, "Oh, I can't just jump

into five.

I gotta play all of them."

So I went to GameStop and I bought Resident Evil 1, 2, and 3 on GameCube.

I bought Resident Evil 0, I bought Resident Evil 4, I bought Resident Evil Code Veronica,

and I forced myself to play through all of them.

All on GameCube?

I played one, two, three on GameCube.

I played zero on GameCube.

I played four on PS2,

and I played Code Veronica on PS2.

- You honest, you should have played them all on GameCube,

'cause then you would truly have like the most valuable set

of Resident Evil games, 'cause that was an interesting time

was when it was like Resident Evil went

kinda GameCube exclusive for a hot minute,

and it was awesome.

- Yeah, I just remember playing through all of them

with the goal of like, oh I need to do this all so I have the full context of what happens

in 5.

And then when I played 5 in the moment I was like, eh, that was fine.

Like kind of the same thing that happened, I did a similar thing with Metal Gear Solid

when Metal Gear Solid 4 was coming out.

I was like, I gotta play all these games before Metal Gear Solid 4.

And then retroactively after I finished Guns of the Patriots I was like, huh, I think Metal

Gear Solid 3 is actually much better, I like that game more.

So it's funny how those things work out.

But yeah, since then I played all of the games as if it was work with the goal of getting

to five.

But as time went on I was like, "Oh, I just really like all of these games for what they're

doing."

And yeah, I think I played them all when I was in middle school for the first time.

And since then I've just been a huge fan.

I never, I will say this to get this out of the way up front, I have never played six

to completion.

It is my blind spot.

When I saw 6, I was like, "Nah, I don't want this."

And I...

So we can do it together.

So we will finish 6 together when we get to it further in the season.

But today, let's talk about the game that started it all, which is Resident Evil, the

original game in the series.

It was developed, as all other games in the series are, by Capcom.

It originally released on PlayStation.

It later came to PC, Saturn, Nintendo DS.

It was remade for GameCube, which is the version that we played, the HD version of that game

at least.

We'll get into some of those nuances here in a second.

It originally released on March 22, 1996.

It then released on the same date in 2002, which is kind of cool, on GameCube.

The HD version, which came to PS4, Xbox One, PC, and other platforms, arrived in 2015.

A DS version of the game called Deadly Silence released on February 7th as well.

The game director on this was Shinji Mikami.

The producers were Tokuro Fujiwara and Masayuki Akahori.

The music was done by Makoto Tomozawa, Koichi Hiroki, and Masamu Ueda.

The game's Metacritic score was a 91 out of 100.

I had the same Metacritic score for the GameCube remake as well.

So that's the rundown of Resident Evil 1.

We've already talked about our histories, I guess, with this game in particular.

I can get into some more specifics.

I guess, what was your exposure to this game?

Did you have any specific exposure to this specific game before we played it?

No.

I'm I knew nothing about the iconic lines like chill sandwich and and things along those lines

I really master of unlocking he didn't know any of this

No, I'd you might still not because we played the remake version obviously obviously which changes some of those lines

so a lot of the

iconic lines from the game are really only in the

1996 version which I did dabble with the director's cut edition because it's on PlayStation Plus

premium or extra I think premium because it's part of the

Classics catalog or whatever which is only part of the premium version, but I did dabble with that

I did play that for a bit and it is so

We could talk about some of that. We'll talk about some of that a little bit later

I plan on I plan on dabbling with it too on my mister

That's something I definitely want to experiment with just to get a real taste for the leap in the remake

Some you know as context for later episodes and stuff, but it is I

I really had no context for this game. I honestly didn't know where Jill came from.

I only know Chris is important because he's in other games and people talk about him.

You probably only know Leon because of Resident Evil 4's popularity.

I would guess before 2 you probably didn't even know he was really in that.

Kind of like I mean you see pictures and stuff, but I I know Leon's game is for like that's where Leon kind of blows up

in popularity

But yeah this game I knew nothing about this game

Yes, I mean so for me again with my whole story

This was the first one I played after I went and mass-bought all of them. I

I remember being very

Really quick. Why did you not start with zero as someone who didn't I assume?

Did you know that zero was a game that came later?

In the series. I did some research beforehand and I knew that zero was a prequel to one

So it's effect or its impact on the larger series was really only felt if you did play one first

Okay, so you knew it came. Yeah. Yeah, I knew that it came I knew that it was

Chronologically the first one

But I knew that the characters in it show up originally in Resident Evil 1

It just I don't know it just made sense to start with the game that started at all even though it was a remake or whatever

But yeah, I remember starting this game and just being very

Offput by the tank controls for one which is something that I don't know if you ever

Experienced or tried for yourself. I tried to explain that and talk to you about it

That was the first thing the ink ribbon system was

Baffling to me as a kid when I first started this like why I can't save

Infinitely, what are you talking about?

And I can only save if I have this like there are so many I screwed myself so many times in the early runs of

the first run I did of this game I totally botched because I just thought you could save willy-nilly and

Quickly got myself into a lot of trouble because I did not know what I was doing

So it really just I mean typical experience that I think a lot of people had when they first played this game

Even though I was late to the party in a lot of ways of

Playing the Resident Evil series

I did still have the same experience that I think a lot of others did when this

franchise first came about back in the 90s because

Started with it started with the first game went in relatively blind the only thing I really knew is though. This is

Zombies it becomes a large sprawling franchise that has

Been made into movies and all kinds of other countless things

And I know the first game takes place in a mansion and that was about my only exposure to it

Since I will say since that time that I played the game originally all those years ago. I have not revisited it

So this is really the first time I've gone back to the game in probably

10 to 15 years I would say so it had this playthrough for me in particular has been a fun one

I I've really enjoyed going back to this and I think

Broadly speaking this game. I am surprised at how well it holds up

Because a lot of these older adventure style games, I do not think they have aged well.

Like I think about some of the older like Monkey Island stuff or...

That's even older. Yeah, like the LucasArts stuff like those old OG

Adventure games which this is very much in the same mold of to a degree with the puzzles and stuff like that.

It is a survival game though, so it's got those sorts of different elements, and there's a lot of inventory management.

There's combat mechanics and stuff, so it's not a one-to-one of old-school adventure games in that manner

But it is cut from the same sort of cloth and some of those older games like I remember a couple years ago

I played like day of the tentacle and I was like wow this really is I mean the comp the writing is still great

But nothing else really holds up super well in my opinion this game. I think it does it has aged

somewhat gracefully

For being a 26 year old video game

Like the remake visually I think still hold up. There's a lot of things get chime in here

I am curious to hear what you think

On the whole sure I think

We're talking about a game. That's almost three decades old like that. That's

The qualifications I'm giving it here because a lot of games back from the 90s that I get that I'd certainly the

Ps4 version that we played here came out in 2015 and then you know maybe we could have touched the gamecube code a little bit

Maybe clean some things up. There's some just some stuff that's frustrating that I think doesn't need

to be here

To capture the spirit a specific example would be the map not just after you try a door telling you

Which lock it is like for the love of God?

That was a sword a helmet a chest like I can't remember and what you started playing this you started playing this before me and

When I started playing like a week or so after and I was catching up and going through the game again

I remembered that that was a thing and I think I texted you I was like hey

So how do you feel about the map not telling you which which doors correspond with which keys and you're like yeah

Not loving it because that was something I forgot about too that the remakes have really I mean, that's such a small

Thing that the remake games have done

But it really is like a huge

improvement. I feel like yeah, they could have. I feel like they could have

touched that up a little bit. It's there's some...

I struggle with it a bit because

is changing something

to make it easier or more clearly

communicated, does that rob it of the horror? Does that rob it of the survival? An example I think of is

is in my reading and understanding is in the first game

when you killed a zombie after eight bullets or whatever, a pool of blood

it was dead. It didn't necessarily come back but in the GameCube remake

you kill a zombie, it will be dead but it can come back as

a crimson head. Yes. And the only way to get rid of it is to either

randomly step on it and crush its skull which is a random prompt you can't

Engage that or to burn the corpse which requires two items and you're already limited item inventory

You only just need you just need one right because you have the lighter lighter fluid and the lighter. Oh

I don't know that might be one of the differences. So I we should say this up front

So we max played opposite round both played opposite routes

This was originally not our intention and we were talking about playing both routes before doing this episode

But for time constraints we have to play you have to play over like ten other games in this season

So we didn't want to double dip and do both routes in this

So the workaround is max played Jill's route and I played Chris's route

Does Jill not have the lighter because Chris has the lighter by default it is in his inventory and it does not take up a slot

This is so Jill gets a lockpick

Okay, so yeah, and you cannot swap that out. I was like for the love of God. I don't want the lockpick. I would like

the lighter because the lockpick works on like two doors.

There's, it's not really in my experience very useful.

I can't pick any special lock.

So, you know, I don't care. - You still need all the keys

that are designated to the specific doors

and stuff like that, yeah.

- So, canteen, lighter, two slots.

And then I was very cautious,

so I always had my pistol in a magazine.

And for about half the game,

I didn't take out ink ribbons either.

So I was really limiting myself.

I wouldn't use shotgun ammo.

I was like, I need this for later in the game.

- You're gonna need it for the boss fights

or something like that. - Exactly.

So I was very conservative up front.

And really only-- - Which is not a bad way

to play, it really is not.

I was pretty conservative early on.

- I really only last up when I turned to a guide

about over halfway through.

- Which is not a bad decision either.

I still had to consult a guide for this one too.

like I we need we need help to just kind of ease this up a little bit so you know

but that example of burning the corpses it's explained somewhat like in a

collectible that you can pick up and read and it's like oh they burn but it

doesn't it's that adventure game logic of ah I have lighter fluid in a cantina

and a lighter I can burn these corpses I guess I could have looked at the trophies

and like ascertain that you can burn a corpse. But there was a point in the game where I had killed

almost every zombie I had encountered. I was pretty meticulous with that. And then there's

about a halfway point, not a halfway point, but maybe, you know, a third or a quarter of the way

through the game where suddenly there was a bunch of crimson heads running around after me and the

game got hard. Like hard. And I was very frustrated. I wrote down, you know, I was like, this doesn't

feel very good. I was also frustrated with the like save room, not the restriction on saving.

I like that that adds an element of stress and strategy to the horror survival element of it.

But I found myself saving in one save room for most of the game. I was pretty sick of the East

storeroom save room. I was like why can't there be more I don't not more of these

but just a more strategic placement I felt like I always needed to be near

that one I don't know it's just there's some things that have not aged gracefully

but it doesn't take away from the effectiveness. Here's the thing I want to

say everything you're I love everything you're saying because I think it's less

of, I think if you replayed this game some of your qualms would dissipate and that's

not to say that what you're saying is not valid but it very much sounds like growing

pains of understanding how this game works because for me I felt identical to how you

are feeling when I first played this game as a kid.

I was like, "Man, this sucks!"

Like I tried to kill all the zombies and then they turned into crimson heads.

I'm like, "No!

What is going on?"

I felt like I could not take ink ribbons out of my inventory.

This time I always stashed them in my box because I knew if I ever needed them there

was going to be an inventory box right next to the typewriter and I would just swap them

out or whatever.

Like things like that, like these are things that I learned for this that I remembered

from when I first played the game and when I went back this time I was like, "Oh, okay,

I kind of know how to play this game now."

So the things you are complaining about I think are, it's a mix, I do agree that some

of those elements have not aged the best and the game doesn't communicate a lot of that

to you. But at the same time, they are thi- this is why this is a run-based game, I think,

in a lot of ways. Like, some of the trophies in this game are like, beat the game in under

this amount of time, or- There's a lot of replay game trophies.

Resident Evil has always been a run-based game series for the most part. Like, these are games

that are designed in a lot of ways for people to replay over and over again. And I think a lot of

that, especially with this first game, is the first tr- the first run through is going to be difficult

and you're going to have to, one, learn your way around the mansion, which we'll talk about the

the mansion a little bit more here in a second, but two just how the game in some ways how it

wants you to play it or how you should play or the things you should be thinking of in your head while

you are playing. There are ideal ways, a lot of it comes down to inventory management. There are

ideal specific things that you might want to keep in mind as you are playing through the game. I

think if you did play the other route with Chris, a lot of those concerns or a lot of those problems

you would have, again I don't know if they would completely go away, but I think you

would have a much easier time, like you would remember these things up front like, "Okay,

I just killed this zombie, now I need to light the body on fire." Or maybe what I do and

what a lot of people do is you just don't even kill the zombies in this game. Like if

you can just run past them without having to shoot them, like a lot of times I'd pop

around a corner, shoot a zombie, if it falls over, cool, then I'm running past it. Like

Like I'm not trying to kill most of the zombies that I come across in this game.

The only exceptions would be like dogs.

Kill the dogs.

Dogs gotta die.

Dogs?

Oh my gosh.

That was the... yeah dogs were not my friend.

So I died, I don't know, I have to pull up the picture to see.

I died quite a few times.

But I definitely died twice in the beginning of the game before I even saved so I had to restart the whole game over again.

was a learning curve of I just need to save at least past all the intro stuff. It is a,

yeah, there's just, it is a lot to learn. There is a steep learning curve. More so than

the other games I had played in the series. Yeah, I was going to say, I think what's interesting

that you have played the two remake games, at least three and a half of two like you

said, is that you understand how the remake games have kept the core of what's introduced

here alive while obviously streamlining and making certain things a little bit

more accessible in those games. Like a map that shows you which key goes

to which door. Exactly, like they keep a lot of the inventory management and that

sort of stuff alive but there's obviously it's third-person you can aim

more directly rather than just kind of aiming broadly and praying that good

things happen. Aim level up or down. Yeah, so you can see how the

improvements have been made there with the remakes and we'll obviously talk about those in

the future episodes as well. But uh yeah Resident Evil 1 nowadays because this is the sole game in

the series that has not received a not sole game in the series but this is the least modernized game

in the franchise at this point which is kind of funny because this is a remake unto itself that

we have played but it is now the one in the series that is kind of its own thing and Code Veronica

still is somewhat similar but even that game is more palatable.

So is Resident Evil Zero.

Again we'll get into this all as we go throughout the season.

Very excited.

Again the things you've said about this makes me excited.

One thing I want to touch on with this game in particular that I want to dive into before

we get into some of these other things that we have on our notes.

I want to talk about this game as a survival game because I think this is one of the great

things that the original Resident Evil does.

The survival horror genre in a lot of ways is built on the back of Resident Evil and

Silent Hill and a lot of these games from the early to mid 90s.

And I think what other games in the genre don't do, like there's always item scarcity

and ammo scarcity in a lot of other survival horror games, even in something like The Last

of Us or Dead Space, like you don't have unlimited ammo all the times.

But I think this game's inventory system and how stress, I don't think this game's, the

horror from this game intrinsically comes from the fact that zombies are chasing you

and there are monsters around every corner.

It is very much from the fact that you are strapped with the inventory space that you

have, the items that you are finding, and just the fact that if you die you're going

to have to go back to a certain save point and it's amplified because you don't want

to die and have to go back to a save point. Like if you die in dead space or whatever,

you'll go back to a certain checkpoint. Like you're not probably going to lose that much

progress in modern survival horror games. This game, the stakes feel high and I love

that. I love that the, I love, I mean this flows into the ink ribbons too and only being

able to save and wanting to be conservative about how you're saving your progress and

stuff like that. I feel like the survival horror relationship in this game really goes

hand in hand. The horror is amplified because of how strapped for inventory space you are in items.

They really are working in tandem with one another. When you see a zombie it's less scary

because "oh my gosh it's a zombie, it's a horrifying monster." It's scary because "I don't

want that thing to kill me and then I lose my progress." Who knows when the last time you saved

it a typewriter or something was. I think this is a perfect marriage of the two and I don't know how

how many other games do it well to this effect?

- It's a well-designed game inspired by limitation

because on the PlayStation 1, obviously there's a limitation

of how many assets they could put on screen,

how many enemies they could have at once.

That's why they have the preset camera angles

and they use pre-rendered backgrounds

to amplify the graphics 'cause it was all pre-rendered

so there was more in the polygons and things like that. And so when you think about those

restrictions of hardware design and like the time to actually make the game and release it within a

budget and stuff, you realize that all these things fit together. We've got six item slots,

or eight if you're Jill or whatever, and zombies take like six, eight bullets to kill, to quote

Unless you get lucky and you get a headshot and then you screech and rejoice.

So ammo goes from "I've got 15 bullets" to "Oh, this is only enough to maybe kill two.

Maybe."

Yes.

And then the rarity of the shotgun ammo, at least up front, later on in the game it seems

fairly generous in the remake and stuff.

So you've got that.

Well how do we add tension to these encounters besides limiting the ammo?

no checkpoints, it's your last save, which could have been a limitation of the hardware

as well at the time. How do we add tension there?

It very much was because at the time save points were just a common thing in all games.

Right, in memory cards. So how do we add tension and survival and horror to it? Ink rembits.

There are limited saves in a run. On normal, it seemed fairly generous, at least in the

remake. I never went below three and that could have been the conservatism on my part.

I think I played on normal as well. I think I ended with like 15 ink ribbons in my inventory.

Okay, you had more than me. I saved I think about 40 times. I was pretty liberal with it.

Maybe I just found more. That's also possible. So, but that's a great and interesting mechanic,

the limitation of saving. That's definitely not felt in later games. It's obviously a non-issue

in later ones which is a little sad now you can do that on higher difficulties.

I mean two and three I think two I know for sure still had ink ribbons I'm pretty sure original

three did as well. Maybe so yeah perhaps so you know it's interesting how they use restriction

and limitation to influence design and make a better game that is a testament of design

I think for sure. Because it's never... Like I was frustrated at times with the inventory system.

I was like, "I need both these keys, but I don't have room for them to also have these items."

This is why I never had the lighter or the cantina. I was like, "I can't afford

to burn these corpses. I just can't." That is one thing. Perhaps the most annoying thing is that

that the keys do take up slots.

That is one thing that I wish could be changed

because I think you're already so limited

on inventory space to make the keys that you need

in order to progress also take, like that just feels--

- If I knew which key went to which door

after I tried a door, I think that would have helped

alleviate that because I definitely would go,

there were times where I had three keys in my inventory

'cause I just didn't know what I needed where I was going

'cause I couldn't remember--

- And you gotta open them all,

You gotta open them all before the game prompts you to like,

hey, you can get rid of this now.

- Yes, you have to, I still had the sword key

by the end of the game,

'cause there was probably one sword door I missed.

Not in my inventory, eventually, I was like,

all right, I clearly don't need this anymore to progress.

I threw it away.

- But it was just one area of the game

that you didn't end up exploring.

- Right.

So I don't think the solution to that problem

was more inventory space,

'cause that robs it of the tension

and survival aspect of it.

And I struggle to think of how they could have improved,

you know, maybe it is keys don't take up a space,

maybe it is you can change the one key item,

the one item that never leaves your inventory.

Maybe the rule there is it can't be a weapon,

it's gotta be a utility.

I did appreciate that the stun batteries or the knives

did not take up inventory space,

those were a special own slot, I do appreciate that.

Maybe ammo didn't need to take up a... I don't know.

But there feels like there could have been just one tweak in the inventory system to

alleviate the frustration but maintain the ingenuity of survival.

I do feel like keys really like making keys not take up a slot. Like that should just be like,

like this is that's even a thing in other RPG, other I think of role-playing games specifically

where things are designated as key items. Like this is not something that is, like,

Fallout is a good example, or Elder Scrolls, where you will have certain things on your

character that, like weapons and stuff like that, that are a certain weight, and your

character can become over encumbered and then you can't walk as much, but key items that

you usually, things in those games that you usually need, they put a weight designation

of zero on them because they know that you need them, so they're not going to make it

Take over you. Yeah, they're not going to make it be added to your weight because they know that it's something you need to progress

In the game, I feel like the keys in particular in any other

Maybe not all the key items in the game like some like I think of like the umbrella symbols that you need to get into

The basement things like that like those I think could have still taken up item slots or inventory slots

But the anything that you need in order to access doors

or advance or anything like that I think would have been a lot better served if they did not take up inventory slots

But then I guess you're just carrying a bunch of guns on you

Which is kind of against the point of the game that you're not supposed to be mowing things down

So it is a really difficult thing to balance and adjust I think

for the most part

The games the downside of the inventory system is that it just leads to a lot of backtracking and again as somebody who played through

Chris's route I probably felt this more than you did because I had six slots rather than eight

so I was taking a lot of trips to the item box and

That is I mean yeah a lot of time my time spent in this game this game probably took me

I don't know this run was probably a

Seven to eight nine hours something in there, and I believe mine was 11 hours

Okay, so yeah mine was I mean I knew where I was going those

I'm never yeah, yeah, so it makes sense that mine was a look mine was shorter

But even then of that time that I was spent playing most of that

you know most of it but quite a bit of those hours was spent like oh

I just have to backtrack now and I have to go get this and like there are ideal paths in this game like there are

Resident Evil 1

aficionados, you know the ideal routes and the speedrun routes that you can take and the things that you need on your person at any

Given moment. I'm obviously not one of those people. I love this series, but I'm not one of those folks

But still, yeah, lots of backtracking if you're just playing this game pretty casually.

That kind of reminds me of one of my big gripes with the world design of this.

Yeah, let's talk about the mansion. I wanted to talk about the mansion and the world design anyway.

So yeah, I was gonna say the mansion in particular, my biggest gripe with the mansion is that a lot,

the the areas rooms

segments don't feel unique or separate from each other and I really struggled to

Remember, yeah, which room or which side of the house like this space was

eventually, I kind of got a groove because you keep in my

Playthrough at least I kept going kind of to the same quadrants of but it was sometimes like is it in this store?

Is it this store and?

it suffers I

kept thinking

You know when you play Metroid

You remember the layout of the planet fairly well. It's like this is Brynstar. This is Norfair. This is

You know, these are all these different places. Yeah lava fire whatever and that's fairly obvious fire planet so on and so forth

but this game also

reminds me a ton of

Which makes total sense now

Luigi's Mansion. Yeah. And Dendo clearly looked at Resident Evil when making Luigi's Mansion.

Yes, yes. Absolutely. As someone coming to this, you know, in reverse, I've played Luigi's Mansion

plenty of times. The door animations and everything. The door, exactly, it's great.

But Luigi's Mansion, the rooms, hallways, and connecting areas all were unique. Like

the board game Clue, each room stands on its own, and in Luigi's Mansion, each room is,

Stands on its own and they're sectioned together. The first area in Luigi's mansion is is that the the father study their bedroom

And the baby nursery, so that's the family part of the house. And yeah, it's just far more

Manageable in your brain to remember in Resident Evil's mansion and Spencer mansion. It's like

The library's here and this room has a bunch of nights like but oh, here's where the snake is

but there's a garden it wasn't as memorable distinctly and that led to a

lot of frustration navigationally for me maybe if the map had room names yeah

would help official names I think the other so broadly I agree with you I

think it is very I think it's very hard to map out the Spencer mansion in your

head compared to many other sprawling video game locations that are kind of similar to

how this area is laid out. I do think the reason why I struggle personally to map this

out in my head though is because of the set camera locations. I think I can map things

out better in my head when I am controlling the character in a 3D space. Like a typical

third person 3D space, I mean similar to how the remake games are. Like you're actually

controlling the character and you're moving about in a 3D environment and you're controlling

where you can go in that world. You have control of the camera and what you're looking at at

a given moment. In this game I think the set camera spots and the pre-rendered backgrounds

and stuff like that that you're moving through make it makes it a bit more jarring from moment

to moment and I can still like even thinking about it now I still have a general layout

of how the mansion is laid out in my head but I don't know like I forget I don't have

it down to a T in the way that I do other video game locations. And I do think a lot

of that is just because of the presentation and the camera work in the game, personally.

And I don't know if that tracks with you as well potentially or not.

>> Well, you know, you have to imagine they're using a lot of the same textures, environments.

Actually one of the most unique things in the game are the doors. Almost every door

is unique, which is great. Well, we should talk about the doors in a minute. But the

The camera angles, for the most part, do eventually mirror each other.

We're in this corner of the room, we're looking down on the hallway at this way.

There are some unique camera shots that are awesome.

When the camera cuts to it, I'm like, "Holy smokes."

That's the power of having predetermined camera angles and hallways and lighting.

They can make the perfect shot.

I think a lot of the, I don't know what you would call it, the crypt, I guess, in the

back of the house.

I was gonna say the same one running down the stairs. It tilts. Yes, and yes light the fire. It's just like this is

horror at the right time too because there's like coffin you've got to get to descend with the masks and stuff so

yeah, there's it can be a really powerful visual technique and

Iconic moments like you and I both remembering that particular staircase

but then there's other times was like well this hallways goes this way or that way like

It connects to this door where which room does this lead to or which door does that I found myself?

Pausing a lot to look at the map and go am I at the right door to where I want to go

and

It I think I think it's also hard

The other thing I think of it's hard to get a full layout for the mansion when you are running into roadblocks so often

Because a lot of these areas you're only coming back to you know

Once you have the right key or the right item that will allow you to access these areas

so like you're making your initial run through of the mansion you're trying to

get a general layout of how this building is set up and what all these different places are, but

you're blocked off in this area and you can't access that until maybe a couple hours later

and you can't go here until you have this certain item and oh I found this weird like stone crest

door that I can't walk into yeah I needed that and it ends up becoming like the the outside or the

garden area or whatever like like you can't access these certain parts of the game until later on so

So it does lead to it feeling more disjointed because of that, I believe.

Beyond the mansion's design, I guess what did you just think about it on the whole as

like this...

I mean, it is a single location you are spending time in within this game, and it's got a lot

of different aspects to it.

Like I think about, again, with Resident Evil 2, I'm going to use this as a touchstone since

you've played that one before, but you know, it starts in the police station and that's

where a lot of it is but then it goes to the sewers and then there's some tunnels and stuff

like that later and then eventually you end up in like a train depot situation type thing

like there's different aspects like that and they all kind of stand out from one another

and there are distinct areas of this game as well you know like I mentioned the outside

garden area and you get down to the basement but it does feel like it's all part of the

same compound if that makes any sense like it does feel like a singular congruent location

which I think is one of the game's strongest points,

especially compared to later installments

where they do start globetrotting a bit more

and go into a variety of different locations.

- I love the atmosphere and thematic design of this place,

especially the notes and collectibles.

- Yes.

- Tying in like the design of the mansion

and how it is, they've trapped the designer and creator.

reminds me a lot of um Oh Icarus is it Daedalus is his father yeah I believe

sir no it's Icarus you know what I'm talking about yes or in God of War 3 the

guy who designs the cube I think it is Daedalus so Daedalus is the big guy

well you'll find it for me but you know exactly what I'm talking about like the gods

have cursed him to design this puzzle and you know labyrinth and all that

stuff. Same thematic concept, which is great. It gives texture and a creepy lore to this

place. And from my understanding also, I think Lisa is only a part of the remake. She's not

in the original game at all. So that adds kind of just the cruelty of Umbrella really

paints it while adding this super creepy character who fleshes out the garden shack area and

the tunnels that you eventually connect to and shows you how all of these areas are connected

and the experimentation going on. So I like the way that the layers are peeled back on

this evil corporation in this spooky mansion where they do experiments. That is truly some

wonderful and fun world building and design. Especially as you start to learn later on

in the game, like some of the journal entries I really like, like okay if we're going to

enact this plan who's going to stop us the stars are going to stop us okay how

do we lure the stars to here and take them out of the picture like you start

to get those kind of things and you're like then your brain really starts

working like okay what is going on here like how are we lured to this location

and what is it you know crap I'm lured to this location like all the plane is

working yes you start to realize that you're not there by an accident like you

thought you were initially which is a great little twist later on and some of

the twist, we'll talk about the characters and actually let's just do that now. The story

of this game, I mean I think it's very simple, you get called to the mansion, this star,

this elite group of cops essentially that police around Raccoon City, they get called

to the mansion and then you know, things happen from there, zombies. I guess what did you

think there's not a lot to say about the story this story very much is Evil

Corporation creates a virus and tries to get away with it and then I guess the

big reveal is just that Wesker's a bad boy and they got a big super weapon

hiding under the mansion with Tyrant and then the mansion blows up. So kind of

like in Fast and Furious where you knew going in that Letty is not actually dead

I've come into knowing Wesker is a bad guy so yeah now I'm not a surprise not

that the game really hides it all too terribly well especially the fact that

Wesker doesn't really he's not in the game until the dude with slick back hair

and sunglasses is actually evil Wow never would have saw it coming

you'll never see it coming

Yeah, so you know it's fun. That feels like the B element of the horror, which is

essential to horror. It's great. That is a part of that genre and I

think it works really well here. There's some hilarious lines and dialogue and

just some campiness that comes out of it that works, even what they've changed in

the remake and I can only imagine what it's like in the original. So it's good.

I'm excited to see how more of this is fleshed out and connected later. Like I know

Chris plays such a prominent role going on. I know Jill from 3.

I don't think Jill really plays that big of a role in later mainline games. I think she's the star of Revelations.

She gets put in Revelations, I believe. Yeah, which is a shame. Like she should be the star of all the games.

But anyway, that's my two cents because Resident Evil 3 is so good.

I you mentioned the one thing that I I want to and this is what I've stressed for the longest time upfront is as

We move forward and we talk about the stories throughout the rest of this season. None of the stories and

Any other Resident Evil games like even the best ones in the series for I don't know

I like the president's daughter has been kidnapped

Yeah, none of the none of the stories in these games are landmark by any means

But they're also not

There it's also not a drawback of the games here

What it is is it's a it's a tool for campiness to creep in for the most part and that's what I love is that

Capcom I

Think with this first game in the series the reason why stuff like Jill sandwich and you know

Oh, you're the master unlocking like a lot of these

Part of that is translation differences to piano and part of its translation and part of it

I think is just poor writing in a general sense. However, I

Think as the years went on

Capcom became self-aware to the point that and I think maybe they always were to some degree

Realizing that these games weren't meant to be taken super seriously

And they just kind of leaned into it more as time went on and I think that became to the series benefit as we move

forward because again none of the this is not these games are not ones that we

will talk about the story with like I I think I think we've spent a lot of time

talking about story elements and character elements and what we'll

probably talk about characters more than anything in this season but I think

we've spent a lot of time you know when we played through all the God of War

games we talked about the stories quite a bit in each of those and obviously

Fast and Furious those are totally story driven because their films stuff like

that stories are never gonna be the forefront of these Resident Evil games

but it is a way for the campiness to creep in and that is such a core element of what Resident Evil is and that's why I

love it is because it is unabashedly just goofy and

it is simultaneously a horror franchise and

Probably one of the most ridiculously silly things I've ever seen in my entire life

Similar to how I mean I would compare it to like Metal Gear Solid

That's just where I was going you've inherited in the past to resin are to Metal Gear Solid and just the

over the top your solid has actual like

Good story, I would say

Sure. Oh, absolutely. It's it's it's a greatly engaged

It's a greatly engaging story in Metal Gear Solid for sure and it's much more at the forefront

But it also does not take itself seriously. I mean

When I mean core plot elements of Metal Gear Solid is that a man?

replaces his arm with another man's arm and then that man's ghost takes him over like

It's not taking itself seriously at all and that's how Resident Evil 4 is

Not 4. Resident Evil in general is I said 4 because I was thinking of yeah the plot pitch with that. Oh my daughter was

Kidnapped by random villagers in the middle of Europe. Yeah, so yeah

It's charm and it adds to I think the richness and legacy of the whole series on the whole

It's and and that also

to my understanding

Lends itself into the other media that Resident Evil has tapped into like the films you well

You may have seen other Resident Evil movies

But last year when we all got together for the game awards we went and saw that Resident Evil of

Welcome to Raccoon City. Welcome to Raccoon City. Yeah, it sucked. It was awful totally awful

But we still had a really fun time as an experience and because we knew what we were signing up for at least I did

I had no idea I didn't realize I didn't realize it was

Resident Evil 2 was essentially what that game was with a splash of Resident Evil 1 now coming back playing this game. So

But it's it's a part of the franchise as a whole outside of just the games and it's it's part of that DNA that

Started here. Yes. Let's talk about the characters while we are

Talking about some more story ish elements of Resident Evil

You played Jill's run. Obviously I played Chris's run

Jill's run is I mean, this is strange to say I know a lot about Jill's run, but I've never played it through to completion

I've only ever dabbled with her run

Anytime I've played this game. I've played Chris's run and moat in both of my instances, which is odd

Anyway, I think Jill's run is definitely the definitive run in this game when it comes to

story like

Good moments to have Chris doesn't get a lot to do in this game. Honestly. He's very much more

He's more isolated than Jill is I would say

He bounces off of Rebecca in the way that Jill bounces off of Barry but Jill's dynamic with Barry is

There's a lot more there and there's a lot more of a relationship

Rebecca just kind of seems like somebody that Chris stumbles across and then happens to be like, oh, I guess we should

You know work together and we should try to help each other out and they have a couple moments throughout the game together

Jill and Barry are very much like tied at the hip in many instances across this game if I am not wrong

Tied at the hip is in they bump into each other quite a bit

But then Barry makes up an excuse for them to separate again, which is always very poor

and narratively later is because he's double-crossing you this whole time

until you find out that he's actually being black or his family's being held

hostage allegedly so it's like cartoonishly evil Wesker yes so you know

Barry's always like I'll investigate why don't you go back out there to face who

knows what. So Barry is awkward, very awkward. His lines, his structure, he's probably one of the more

campy kind of characters just in the horror theme of it. It's funny and Jill kind of just goes,

"Okay." Obviously that is corrected later on where she, you know, later games with her in it. She's

actually more of a character than just an agent for the player.

Yeah, I would say they very much feel like blank slates in this game.

Chris is a far cry from what he develops into as well.

I think that was the philosophy of the time.

Maybe not forward thinking, but kind of cool that a male character and a female character

were options to play and had some different experiences and abilities.

It wasn't just a skin swap.

that very much feels far ahead of its time. Yeah, I didn't know this was a dual campaign

game before we started really planning for the season. I kind of thought that was only

in Resident Evil 2. I thought that was a big thing for Resident Evil 2. No, it's actually par

for the course. And so I like that element to it. But I also like that they don't deviate so much,

where it's like, "Oh, you really gotta play both to get the..."

I mean, you do have to play both to get the full story, but it's not so much in the way.

Well, the full story doesn't even make sense because, you know, if you're playing Chris's run,

then Jill's gonna be the one that gets locked away in the jail cell at the end,

you gotta save her, same vice versa. They don't link up in the same way that the story does in

Resident Evil 2, where Claire and Leon get together by the end of it, and then there's

like a greater resolution at the end of the two campaigns.

Yeah they feel like blank slates for what's to come like I said.

Wesker feels like the only character who is very similar to how he is in later games.

Which I love and Wesker is just...

Here's the thing I will say as far as characters go in this game.

I think the best character of the game is just Umbrella.

Which is a weird thing to say because it's an entity, but throughout the entire series,

in a lot of ways, and some of this gets peeled back later and you start to learn who's more

at the head of Umbrella, a lot of this kind of gets revealed in Code Veronica.

But for the most part, Umbrella is just sort of this faceless evil entity that is then

represented to you visually as the player or whatever characters you're playing as as various

baddies that you run across and a lot of instances it's Wesker and it's Wesker in this game he just

happens to be the evil you know umbrella representative to go along with all the

zombies and stuff like that and they really keep that going throughout the majority of the series

you never really there are key players that you read about that are were integral to Umbrella's

rise and doing all of this but even then they keep looking further down the road like yeah

I don't know I'll bring I'll say this because I know you've already played the game but even like

with Resident Evil Village you find out Mother Miranda in that game has ties that they've

introduced going back to Resident Evil 1 and it turns out she's one of the chief bad guys like

there's really no in a lot of ways Umbrella is just this kind of faceless entity that is

presented it oh yeah kind of like there there is no singular person that you can

grasp onto and be like if they're at the core of all of this I mean again

comparing to Metal Gear like with Metal Gear the main evil villain I guess would

be like liquid yes and he's the guy at the center of it and while there are

central antagonists and villains throughout all of the Resident Evil

games Umbrella remains this like obscure entity this harbinger of evil

throughout all the games, even when they kind of dissolve and things later on change in

some of the later games, they are still this kind of nebulous force out in the ether that

you don't really know what's going on with. You don't know if they're ever really gone

for good or anything like that. They lay those seeds, I guess what I'm saying is, even outside

of the context of the larger series, they lay those seeds quite well in this game. You

talked about how like the designer of the Spencer mansion talks about getting trapped in his own

place that he designed and stuff like that and you think like well who would have done this to him or

who is the person that hired Wesker to flip on the stars and stuff like that and you're never told

those things it's just kind of umbrella did it and you don't really get further knowledge outside of

that and I think that's not only leans not that doesn't only go into the campiness of the game

game that we already talked about, but it keeps it devoid of getting...

I just like that there's no central thing that you can cling onto or no central person

at the center of this that you can cling onto.

By keeping it so broad it keeps the story... it keeps it more focused on the zombies as

well I feel like.

Like those are the main villains is the monsters that this company has created and that's what

you need to be concerned about more about who did this and who lies at the center of

this whole ordeal. I think a faceless corporation can be scarier than an individual to begin

with. Yeah. And that amplifies the horror. And you know, what I do know about the games

I've played in the future and stuff, just knowing Umbrella is involved, even in things

like Village or Seven, especially with those games being kind of segmented, they were pitched

Initially as segments off of the mainline series, you know a reimagine a reinvention. Yeah areas with first person in the whole deal

But it's like now umbrella is still here and a part of this in different ways. Yes

Yeah, they just keep folding it back. Like no matter even when you think umbrella is gone

It gets folded back in in ways that you're like, oh what?

Present yes always pulling the strings and you can never

Even if you nuke a whole city, you can't get rid of them

and that adds to the legend. Even before playing any Resident Evil games, I knew what Umbrella

represented. I knew the logo of this fake company. So it speaks to the proportion of

just the mythos surrounding it. And it all starts here.

The villain, it's just a much different villain to feature in a video game. It's not a Bowser, it's not a Ganondorf, it's not a...

And again, Wesker is like the villain of Resident Evil in a lot of ways, but he's not the villain at the same time.

Like he's not the person pulling all the strings, he's just a lackey for other people in some ways.

Although it does become a personal thing. We'll get into that later, further down the line.

the line. One thing I do want to talk about, there are a couple other things I want to

talk about but we'll run through them here quickly. Question for you, what did you think

about just the monsters in general in this game? We've kind of touched on a lot of them

naturally over the course of the game, but you know, we've got your basic zombies, you've

got your Cerberus, which is the dog, the crimson heads, but then we've got other weird stuff

like Yawn the Snake and Neptune the Shark and Black Tiger the Large Giant Spider. There's

some weird, the giant Plant 42, the giant plant in the back garden shed area. I don't

know, what did you think about some of the monster designs in this game and what they

do with them? I like the animals, but they make no sense. Yes. Here's a giant spider

in the tunnels in the mines that you find the spider felt forced yes mostly

because the spider is super easy well cuz they give you a flamethrower to take

him down right beforehand mmm they differ me sorry I had a break another

different I had another difference between right to use to hold a door open

I did that fine that's another thing that happens in the Chris run yeah I had

to do that part but I got a real flamethrower. Jill gets a grenade launcher though instead,

correct? You can get one. Oh yeah, with acid rounds and stuff, yes. Yeah, yeah, yeah, that's

earlier. So yeah, the spider felt forced. It's like, "Oh, it's a scary game, we should

have a spider." The snake feels weird because it's so ginormous. Yeah, it feels like you

end up in the Chamber of Secrets out of nowhere. A little bit. The shark kind of makes sense

simply because it's in this water area. It's like, okay, I guess. But also, even the water

area is kind of bizarre because like you can drain the water and it's like, well, why are we

floating in this spot in the first place? One way I died was, is I couldn't, I didn't,

the game, there was no prompt or camera angle switch for the computer. So the water just like

filled up and I was like, okay, I'll just climb the ladder. And like the water stopped filling up

at the bait, like where you're standing, it never goes up past where you would actually drown,

but the game just went "Game over." It was like, "Oh, how did I die?"

During the sequence where you have to shut the shutters.

Shut all the stuff.

So that was a bit odd.

Yeah, the animals don't make sense, but I like them there nonetheless.

Yeah.

The monsters...

The hunters are great. I like the hunters quite a bit. The large reptile looking things.

They reveal those all in a sensible order.

I like the Hunter's intro cutscene too where it sleuths through the entire environment that you

just came from and busts into that room that you know you're in. That's a really eerie sequence

because you've just come all that way to get back into the mansion and then it cuts to that and it

retraces all your steps and jumps into that same room you're in. That's a good moment. I like that

moment.

The enemy I hated the most was, were the crows. Mostly because if you get locked in an animation

with them, where one crow comes and attacks you and then one comes as the other one is,

you can't break out of it and it's like three crow hits and you're dead.

Death by a thousand crow cuts, yeah. And that happened to me at least twice.

So I'm not a fan of the crows at all. Crows can go away.

Any feelings on Tyrant in particular, the main final big baddie there at the end? What'd you think about him?

Super easy. I will say this, Barry died at the very end. That's because Tyrant decided to grab him in a chokehold

while waiting for the helicopter

at just the perfect part where I don't know three camera angles intersected and I couldn't

like get to an angle where I felt comfortable enough aiming and honestly Barry died off screen. I didn't even know he was dead

So I was super bummed about that. I obviously could just reload my save and with Barry,

but I was done at that point. So I was pretty mad that that happened because of camera wonkiness.

Way scarier in later games.

Iconic. Iconic is like one of the first-

As the first major big-

He feels more iconic later on.

He feels- He's iconic within the larger scope of the series.

I guess I didn't feel very

Impressed this because he's the first big baddie

Zombie that you're introduced to because this is before we ever get to you know

Nemesis and any of this other crazy stuff that happened. Yeah, mr. X I

Have a couple other I think we've touched on a lot of things one other aspect that I did want to touch on

Was the music I think this game has a quite a good score and I did want to ask you in particular about the soundtrack

How did you feel whenever you entered a save room? Did the music really put you at ease?

Because it absolutely does for me. From my notes.

The theme of a save room offers relief. Fear is alleviated.

But tension lingers with the knowledge of limited saves and the indisputable fact that you will have to go back outside and face the danger.

But save rooms are tranquil and offer

Reprieve so yes, but the music is is equal parts

It is tranquil and it does make you feel at ease for just a moment

but the composition behind that song is so good because there is like an

undercurrent of uneasiness in like no tension within the song itself the song sounds equal parts like soothing and

also just

Nerve-racking like it it's a really really

Exceptional piece of music. I really think the save room song in this game and there's different save room things themes in all of the

Different games, but I really do think that this one in the original Resident Evil is one of the best

Speaking more to the larger soundtrack as a whole I do like that this game

That uses music sparingly it allows the sound effects of the mansion

To serve as the backdrop for the soundscape that you are hearing because a lot of games will pump in music

Maybe not constantly but quite a bit

and this game really allows

For silence at times and it allows every creak and every little thing that you're hearing off in the distance

To unnerve you or maybe it's the birds outside or the whooshing against the mansion the sides of the mansion house like there are

This game's sound design is impeccable and I think that's reflected in a lot of the future games as well

And in the moments where music does enter the equation, I think it amplifies the tension that much more

because it is

It's not used constantly. I fully agree. It is

Good sound design is essential to horror. You have to let

The sounds of the environment creep into your skin. You can't constantly have the theme of

Whatever theme it is playing in the background

But when the music does come in it amplifies the experience ironically I was listening to a podcast

Today on sound design they were talking about a TV show Ted lasso is 20,000 Hertz for those that are

Interested or curious, but one of the things that the sound designers in that episode interview were talking about

Was you know, you can't have silence without

Loud moments and you can't have loud moments without silence. They do go together and risen evil

Balances them. Well when it is loud and bombastic or you know tense and high

It's deserved and it matches the moment but when it's quiet

Tension still runs so it's a well-designed game from a sound perspective

Yeah, I completely agree with you. I think those are all the major things I wanted to

touch on. Is there anything else that you wanted to bring up before we start to kind

of wrap up here? Anything from your notes that may have stood out in your first run

through? There's still a lot we could talk about.

I think the tunnels area feels, while unnecessary, felt a little crammed there at the end. I

was ready to go to the basement, so I didn't care for the tunnels. But beyond that...

The tunnels I agree are not great. It very much feels like, um, yeah, just kind of tacked

on, artificially lengthening the game just a bit more. I do know two other things that

I wanted to bring up. I'm glad we did this. Um, did you care for Lisa Trevor's story

at all here in the remake? Because it is told somewhat subtly, but it is...

Oh yeah. I liked it.

It adds a bit of like heartbreak to the game and it adds some emotional depth to it.

Yeah, like it jacks up umbrella even more. I loved it. I think it's a great added element to the remake it adds

Way more texture to it and nuance but also isn't so ham-fisted

Where it's like I see how bad

Umbrella is they tortured this little girl

No, it jacks up the evil for sure and her helping her whole family's involved with it too. Her dad's the one that

designed the mansion and her mother

like had the wrong serum and died, so

Yeah, totally messed up. I enjoyed

that plot and how it was told and it

Recontextualizes your encounters with her too because when you first run into her you just think oh crap another zombie and then like

As you start to uncover what has actually happened to her and like it like you feel

You feel terrible about it like it

I when I played it this time through I

Tried not to I tried to see if I could not fight her in certain instances and unfortunately you are forced to eventually

You don't have to fight her

And the section where you got to push her off don't you have to or does she just run away?

You can just push the rocks off and open up her mother's grave. Oh, yeah, that's true

And then she but then she grabs the skull and jumps down. That's what I did

But I guess the trophy still says

Get rid of Lisa Trevor or whatever so I guess I just right out of it is killing her

the one other thing that we have to bring up and that I did not bring up and then I specifically said we would have

to talk about is

the

FMV opening of the original game yes, we played the remake

but max the opening cutscene of the original game is

probably

one of the most incredible

incredible landmark video game moments ever. It's so funny in retrospect. And what makes

it funnier is that we talked about how we felt like these characters were largely blank

slates and I think they are in many ways with the game's writing this early on and they

become, there's greater depth to them added later on. But the FMV opening for the game

In the original 1996 release, I really tried to make this seem...

I don't know.

It reminds me of this era where there was such a disparity between what you would see

in cutscenes and videos of games, between the actual gameplay, or even with box art

and stuff like that.

Like you would check out a game at the store and the box art would show you one thing and

then you'd get home and play it and it's something completely else.

It's the feelings I get from watching this.

It makes it feel like you're about to play a bro shooter and then it turns into this

weird explore the mansion zombie survival inventory management game.

It's just so funny to watch in retrospect and it is so...

This game came out in 1996.

This video feels like it came from 1985 instead which is also what I love about it.

It's really great.

It's a hoot.

I read a book called "Rise of the Evil" by Philip J. Reed. It's a boss fight book,

one of their anthology books. Actually, around the time of our recording, sadly, Philip passed

away. But one of the things that Philip did in this book that I loved was he tracked down

the original actors and talked to them. And there's some really awesome insights, so

So I highly recommend picking up that book. There will be a link in the show notes because

it's super insightful just to learn what shooting and filming that was like or recording those

lines. You know, the opening cut scenes and the final cut scenes and what these actors

thought working in Japan as native English speakers, which was a big reason why they

were hired. So it's fascinating stuff. I highly recommend that as some supplemental material.

But these remind me a lot of those other FMV kind of games like Night Trap, which you and

I have played together.

It's just fun now to watch in 2022.

And I'm probably in '96 it was probably fun as well.

It was cool.

I'm sure if you were a kid and you had this game for some reason you were booting up,

it was an awesome opening and then it becomes what it becomes.

I think the funniest thing to me that I have to mention is that the actor that plays Barry

in the video has a completely different accent from the version of the character in the game.

Like the disparity, but like they did not use the same voice actor.

I mean to my knowledge they did not use the same actors from that video in the game.

Completely different voices for them which just makes it that much sillier.

Campiness at the core of Resident Evil and this is why if you don't think Resident Evil is campy

Please go watch what everybody would have been introduced to the very first thing anybody
would have seen of this series back in

1996 and tell me what you think of it

because I

Even back, I mean, hey, I don't know what people back then would have thought if I was like 20 25 in 1996

I would have played that I don't know what I would have thought but I feel like there's no way I wouldn't have

thought that it was kind of hokey at the time, but maybe I'm wrong and

Technology has ruined how we look back at things

Legacy

What's this game's legacy max? I feel like it's the same default answer as most games that spawn multi-million dollar franchises

It's the one that started at all. Yeah, the first the first entries at the first episodes of these shows usually end up being

Somewhat similar like oh this game's legacy is that it launched the Resident Evil franchise, which is very much that

I'll take it a step. Go ahead. I was gonna say I think

Another element of its legacy is the GameCube remake

Which yeah has become a theme for Resident Evil as we get ready for Resident Evil 4 remake getting ready to come out

These games have been remade

you know pretty fairly consistently and

That's just the thing Capcom's done and keeps these games accessible. As of this recording,

in the year 2022, every mainline Resident Evil game is on modern hardware, PS4 and Xbox One and

series consoles. I think that they're all on Switch too. Yeah, on Switch as well. Capcom has

done an excellent job of milking their really good franchise, but also keeping these games playable

on modern hardware, not just being lost to time. A great comparison would be Silent Hill,

which is largely unplayable and entirely too expensive these days. So, you know, I think

that's part of its legacy and it all started with this GameCube one, which is when, like

I mentioned earlier, Resident Evil went kind of GameCube exclusive for a hot minute.

Well, even going back to then, like we're talking about accessibility, like when I decided

as a kid I wanted to play all the Resident Evil games. They were just all on GameCube for me to play. They've been porting these to current gen platforms for a very long time. And remaking them. Because it was Resident Evil 2 and 3 were remakes on GameCube as well. They weren't full blown remakes in the same way. They were similar to their original counterparts. The graphics were touched up a bit but they were their original versions. So this was the only one that was fully remake. Yeah this was the only one that was a full remake which is why when they started doing the remakes again they jumped to two. That was the one they started with. Interesting, okay that makes sense. So yeah, I think this game, the thing that I will say about Legacy at this point outside of what we said about, you know, spawning a franchise and all that, I think this game's big legacy nowadays is that it is really the only remaining game in the franchise, that's not true, it's not the only one, but it is one of the core games within the larger Resident Evil series that is still in this pure form of what this game's structure is, if that makes any sense. Like if you want to think about what Resident Evil is and how it became the way it became, this game is still the touchstone for many of the ideas that the series still pulls from. Which I think there's something to say about that. Like again, looking at other franchises we've played in the past, Like God of War, like God of War, the original God of War is still an action, like the most recent God of War is still an action game, but it is greatly different from what the original release on PS2 was.

I think Village and even Resident Evil 7, when Resident Evil 7 came out what did it look to do?

It looked to mimic in a lot of ways what the original game in the series did.

I think that that's a pretty, I think that really speaks to what this game did not only at the time when it first came out back in 1996, but I think that also speaks to the quality of this game's structure and what it is, what its goals are and what it is trying to get you to do as the player with exploring this single sprawling location in the inventory management and all those things we've touched on already.

I do really think that this game's legacy is its design and its structure, not only

for Resident Evil as a whole but the larger survival horror genre.

I think this game's influence is really, really massive on what games have become over the

past 20 years or so.

I think that does it for Resident Evil.

Thank you so much for listening to this first episode of Season 5 of Chapter Select.

If you'd like to follow the show on Twitter you can @ChapterSelect or learn more at
ChapterSelect.com.

all our previous seasons and whatnot. If you'd like to follow Logan on Twitter, he's
@moreman12

and you can find his writing over at comicbook.com. You can follow me on Twitter
@MaxRoberts143

and my writing over at maxfrequency.net. Thank you so much for listening. Join us next time

as we dive into Resident Evil 7. And until then, adios!

Chapter Select is a Max Frequency production. This episode was researched, produced, and

edited by me, Max Roberts. Season 5 is hosted by Logan Moore and myself. Season 5 is all

about Resident Evil. For more on this season go to chapterselect.com/season5. Follow the

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