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My hope is that by offering this transcription – however accurate it may be done by a machine learning/ AI – will help you, the listener. I'd love to offer full, proper transcription some day, but that is not feasible at this time. Thank you for listening and reading. I hope you enjoy the show and that this document was helpful. Enjoy.

- - -

So when are we playing the forbidden Paper Mario game?

You bought that today.

No, I bought that last week. I didn't tell you about it. I was gonna wait to be like, "It's here. It has arrived."

So now I have, I finished it up too today, so...

You finished your spreadsheet?

No, I finished, uh...

I have all the Mario and Luigi games now because I have partners in time also coming in the mail. Did you be at the remakes?

Yep. Oh my gosh. I have all of them

Wow good for you

I'll complete in box

so

There is not a manual to partners in time. That was the only downside

That's about it was the but box in game for like \$38. No, it's a great deal

That's a really good deal.

The manual is just nice in that game.

Because it's back when manuals were thick and colorful.

I'll be on the lookout for it.

It's on my list.

I also previously bought like a \$10 version of Bowser's Inside Story, just the cart.

And now that I had all the others complete in the box, I was like, "Oh, this is annoying

me that I don't have the box."

So I scrubbed through eBay today and found like just a cheap box only, or a box and manual, and I bought that for 10 bucks.

I was like, "Okay."

And that box is so lame though. It is it's just white. I just it's such a lame box

I I don't like it, but I just wanted it to understand why you bought it, okay?

Here it is all that the last game. I played was dream team that was the last Mario and Luigi game

I play I have never played any of these games what I?

Have played you never played any of them, so I've played like half of Superstar saga

What?

Yeah.

Logan!

Mm, yep.

No wonder they shut that studio down.

Oh my gosh.

Now, I have only played, I have played Partners in Time.

I helped.

That's like considered the best one, isn't it?

That one?

Hotly debated.

I say it is.

I think the popular consensus is Bowser's Inside Story.

It's up there too, yeah.

But I think Partners in Time is the best one.

So I've beaten that one.

I helped a buddy beat Bowser's Inside Story in the church parking lot.

He was on the final boss and I was like there with him while we took turns.

So I did that and then I bought Dream Team and I played that about halfway I think.

No paper jams.

No paper jam because I don't know why.

I always, I wanted it.

I probably just couldn't afford it at the time or it was kind of cold on it.

I think that was when Paper Mario was also going through its stinker phase and that was also considered like not a very good one I believe.

I remember it being in the sevens.

It's like in the sevens.

Sixes sevens and then I never, and then they did remakes and I was like, well if they remade partners in time I would have bought that for sure.

But I saw, you know, Superstar Staga with Bowser Jr or something and then inside story

And I was like, "Eh, I don't..."

'Cause I... the other thing is, is I don't really care for the art style...

Dream Team onward.

It's very...

muddy?

Not muddy, in a brown sense, but just...

- I know what you're saying.

- It's fuzzy. It's fuzzy. - The remakes don't...

Something... something about the remakes doesn't look great.

The reason I got the remakes is just 'cause I got such good deals on 'em.

- What'd you get 'em for?

- Uhh...

I bought...

I bought I am trying to think I like got a cut I got a lot

Was this when one of your like big bundle purchases I think mm-hmm

Let me see

That's the way to do it

Mask some of the overall cost

Yeah, I got

Yeah, I got both of those fire emblem games and Bowser's inside story 3ds. I think it was 40 a pop

So it was 120 total, but I got the Fates duology and then

Bowser's Inside Story 3DS. That's good. Bowser's Inside Story on 3DS complete in box is like like 60.

I think it's higher. Now?

Mm-hmm

Yeah, I love the store closing I could see that

Yeah, it's pretty brutal man. Those remakes in particular. They're pricey. I was I was pretty

Disappointed today going to my local shop and I was like, oh my gosh

look at all these DS games!" And I was like, "Oh my lord!" Because usually that shop has

pretty good prices. And when I saw those I was like, "Are you kidding me?" I was like,

that was like an eye-opening moment of being like, "Okay, wow, huh." I think DS has been

growing the past few years. I think it's an age thing. We're getting close to Wii prices

is starting to really skyrocket, which is gonna be silly.

- I'm stuck in a weird middle ground here,

'cause I told you I want, I have a weird desire

to get all of, I mean, it's not weird,

but I have a desire to get all the Pokemon DS games,

and a lot of that is simply rooted in the fact

that I have most of them, and the other ones

that I would need to get-- - You just complete the set.

- Yeah, I just wanna complete the set kind of at this point,

I have like if that was an endeavor that I was starting from scratch that would be very

difficult and I would need to be prepared to spend thousands but like it's just black and black to Omega Ruby moon ultra sun so in Pearl the three heart ones aren't going to be that terrible no like 50 moons like 15 to 20 bucks I think pearls like 40 to 50 Pearl's not that bad too and I might have Pearl actually, I need to loot around for it.

Your problem is you have, you want two of the last DS Pokemon games ever made and they haven't had remakes so...

The problem, well that's the thing I was gonna mention is that like I'm stuck in a weird zone here with Black and Black 2 because if I get them I'm going to want to buy them and and I think play them before season coming up here.

- So you kind of have a little bit of a time crunch.

- Yeah, but I mean, that allows me to set aside a time, look, find a good price on it, copy I'm happy with, stuff like that.

So there's no rush, but the middle ground I'm stuck in is, if they do remake them, those prices will fall.

And then that's when it's like--

- You can't hold on that, 'cause that remake wouldn't be announced until next year at the earliest.

- Next year.

- Yeah. - Yeah.

- You know, how do you consider--

- But I guess that's just a problem in general.

I don't problem.

- I gotcha, I know.

So you can't, I don't think, plan on remakes and stuff

to affect prices when you're in the collecting zone.

- Yeah, 'cause DS stuff is,

DS stuff's gonna keep going up regardless, so.

- Dude, oh my gosh, I just had it.

Oh, did you sell your football video game?

- Not yet, I need to do that.

That's like on my city list. - Have you considered

maybe selling that and using the funds to buy a cop,

use that to buy Pokemon and maybe ease the blow

of the higher prices? - Yeah, that's,

that's likely what I'm gonna do.

- Okay. - 'Cause I already--

- That's what I did to get my copy of Black 2

complete in box, I sold some stuff.

Now, I shouldn't have, I should, you know, should've--

- I would consider just going down to my local store

being like, "Hey, I'll trade you this copy of NCAA and my store credit here for that copy of Black 2."

Because I have like \$60 store credit, and they'll try to flip and sell.

They have copies of NCAA there for \$150.

But I already asked them-

Didn't they tell you like \$70 or something?

No, they told me \$40.

I'm like, they're like, we'll give you about 40 in store for that. I'm like, what? You're

gonna flip it for 130 150. I'm like, I don't. Well, they, you know, that's the, I think

got a turn of profit, they have to, they have to stay in business, I get that. But at the

same time, you know, it's not it'd be one thing. I've always understood this perspective

from people like well

People want to have these stores want to have on stock the things that they know they're going to sell like

Black - it'll be a hot item there

Even though that's a high price somebody will come and snatch it up and same with the football games potentially as well

There's a lot of like the thing with the football game is while football is popular and

Particularly the NCAA series was very popular

People have the the person buying it is going to know that you know

That was the last NCAA game and that you know, well is rare slash

Valuable so then there is a big

There's no that it's coming modding. There's a big modding community around that game

Where people mod the rosters updated with new stuff to always contain the current year's rosters

because you can

tinker around with your

PS3 or whatever jailbreak it now

I mean there's so much at home brewing stuff for

Cool era stuff now that people have done to where they've modded that game

I think there's also an older NBA game that people have modded to be retrofitted with college stuff as well. That's cool

It's a job sports community. That's

So yeah that you get it in a community around ps3 is like keeping that game

Hotter but yeah, I'll get it. I'm not in any rush to get it and I need to dial back on stuff too for

You're telling me you keep saying this and then you're like look what I bought. I'm like, oh my goodness gracious

Well, like it's just I keep I keep kind of keeping tabs on stuff and then like again partners in time

Under \$40 the other day box in game. It's like dude. I can't I can't pass on this

Are you kidding me like not in these I told you I text you the other day

I got that game for 10 bucks or something just two years ago. That's so crazy, isn't it? It's super nutty. I

That's why I'm trying to get in now before it spikes more

Yeah, I will I'll keep an eye out for you when I go shopping hopefully in a couple of weeks. I don't think

Well again Pokemon's hot it'll move but I do know locally they just got black too and and I don't think it was \$200

So I don't know.

I'll keep my, I'll keep my eyes out for you.

All right.

You won't get a steal on a Pokemon price per se, but you just keep me in the loop on what you want and I'll keep my eyes peeled and my watch it that way.

But yes, I will be watching it for sure.

Are you kidding me?

An hour of Sony first party sort of news.

Finally.

Yeah.

I was so happy today because I had stuff to do at work.

It was like, oh, Sony story.

Oh, Zelda story.

Oh, this like for like the first like three hours of work today, I was like flying.

I was like, oh my gosh, I've done like my average average days output in three hours that I've been doing over the past month.

Wow.

There's a lot to do.

That like, yeah, man, that Wednesday is going to be, oh my gosh.

So happy.

And I'm glad it's like close.

I'm glad it's closest to everything else.

You know, like it's it's two weeks before summer game fest and Xbox and Ubisoft.

So like they're at least roughly close.

So I'm happy about that.

It'll be good.

I'm excited for it.

The one specific thing I think it really kind of hit me today and supposedly this will be there.

like this is a thing that will be there is what the insider people are saying

Grubby's saying? It's not Grubby it's the VGC man. Oh he's a good he seems to

have good connections. Yeah his Metal Gear 3 remake will be there and I

think I think it's only clicked in my head today and this kind of leads in

here with our show which we will do in two moments but it kind of clicked in my

head today like oh we're about to see a next-gen Metal Gear here even if it is

just a remake it just kind of like I just kind of hit me upside the head of

like oh baby we're gonna mm-hmm new Metal Gear next week let's freaking go

like again even it is just a remake but it's a remake of my favorite game yes

I was very sad to hear Dustin didn't like it all as much.

I have not listened to that episode yet.

Well, he's already on Peace Walker, so that was a while ago.

I don't know if you're gonna go back.

I'm like three episodes behind.

Yeah.

He did not care for three so much.

He's very conflicted on four.

And he's on Peace Walker now, which he is not enjoying, so.

Peace Walker, not very good.

Peace Walker was good at the time, but in a post Phantom Pain world.

I would say that Peace Walker was good on...

Peace Walker crawled so Phantom Pain could fly.

I don't even know if I'd go that far.

I would say Peace Walker was good for a handheld platform.

Because I played it on PS3, that remaster they did.

- Not the best.

- I played it on PSP and it's totally a portable game

in the sense of like, here's a 10 minute mission,

here's a 15 minute mission.

In this little jungle area, it's tight that way.

But when you're sitting down for three hours

and you play it on your big TV, it's just not,

it's not conducive to that environment.

- Yeah.

- It's cool to see it on the TV,

it's not necessarily fun to play it.

But I would love to do a Metal Gear season one day.

One day.

- I would just love-- - Him replaying the games

makes me wanna replay them,

but I just replayed them a couple of years ago.

- Yeah, I feel, I mean, my last replay was further back

than I'm thinking it was,

but I have done a full replay, I believe.

- The thing is, is I only played one--

- Maybe not a full.

- I only played one through four.

I didn't do peace Walker or five either, you know part of five. So I

Did do survivor though for work and that was atrocious. So

It is the best mount here

It's great how it ties into the Metal Gear lore, you know

Yeah, sort of

All right

Let's do this remake episode. Let's close the chapter

Hello everybody and welcome to chapter select a seasonal retrospective podcast where we bounce back and forth between a series exploring its

evolution design and legacy for this season 5 finale

We are talking about Resident Evil 4's remake. My name is Max Roberts, and I'm joined as always by Logan Moore

Hi Logan. It feels a little weird that we're doing another episode after Resident Evil 6 to some degree

I don't know if I'm alone in that sentiment, but

Hmm weird. No, I don't think it's weird

It does I don't know

a

Final thing that we're doing and I know we're ending here on

For remake which is a high no we are I will say I think it's more weird that it's a game

We've played twice this season and technically I've played it three times within a one-year span

That's true. I've spent a lot of time with Leon in Spain. And so I think that's more the weird part and because

Resident Evil 2 remake obviously a remake but we didn't play Resident Evil 2 the same thing. Yeah three so

It's weird that we played the same game twice when people have asked me about this season

They've always asked like oh well

"Which versions of the games did you play?"

And I've always been like, "Well, the remakes,

"but four we're gonna do, we're gonna do both."

And it made sense with how this season was planned out.

When the season started airing,

four remake was not even out yet, and so.

- We specifically timed our four episode to launch

right before the remake to capitalize on the excitement

for this particular game.

And so it made sense to come back.

And it actually is almost a good end cap because it encapsulates the sense, the angle of remakes,

our discussion, the evolution of the series as a whole.

I was going to say, this is a really fascinating game for a lot of those reasons, and we'll

obviously talk about that more over the course of this episode, but this is a really like

a double linchpin in the series now because 4 really felt like the game that shifted everything

around the middle of the series, and now we've come full circle where, you know, they've

been doing these remake-style games the past couple years and this feels like the culmination of the remakes they've been doing.

I don't know, it's coming, it has come about at an interesting time in both instances within the larger context of the Resident Evil series and what Capcom is doing with it in that given moment.

So.

Yeah, this game's very fascinating, I think, on a lot of sides, not just in the game itself

but the information surrounding it and how it even came to be. So yeah, it's gonna be a good,

good episode. I was gonna say, let's dig into it because I'm very excited to talk about this one

with you for the final time, the rundown final time for now. If there's Resident Evil 9 in the

future, we'll maybe come back with the season, but Resident Evil 4 remake was developed and

published by Capcom. It came to PS4, PS5, Xbox Series X and S, no Xbox One, which is still

very strange, and PC.

It launched on March 24th, 2023.

The game directors were Yasuhiro Anpo,
who was the director of the remakes
of "Resident Evil 2" and "3",
and then Kazunori Kado, I think it is.
I'm sorry for butchering that.

Who was also one of the directors of "Resident Evil 2" remake
and then the designer of "6",
which is something we mentioned in the last episode,
which is that a lot of people who made "6"
have stuck around and are still making these games,
which is kind of funny in hindsight because people act like Capcom just like cleaned house
and instead they're just like, "Oh, how about we make good games now?"

The producer on this one was Yoshiaki Hirabayashi, who also was a producer on Resident Evil
6,
and then the music was done by Koda Suzuki, who was the composer on Resident Evil Village
and then Resident Evil 3 Remake.

The Metacritic score on this game currently is sitting at a 93 out of 100, which is one
of the highest rated games of 2023 so far. I think it's probably only trailing Zelda,
if I had to guess, at this point overall. Critically, I think so. Maybe Dead Space,
which is another horror remake early in the year. I think Dead Space was lower. I'm almost
positive.

Okay, maybe lower, but I think it was in the ballpark. Oh yeah, not much lower. Yeah,
I'm not disparaging Dead Space, but I'm just saying I think Resident Evil 4 remake here was
was higher. Yeah, so by all accounts it did not reach the same heights on
Metacritic as the original game on GameCube which was at a 96 but this is
considered once again one of the high points of the Resident Evil series. Max,
you and I have not talked about this game whatsoever and you've been

intentionally holding your cards. No, I've been intentionally hiding it from you. Yeah, you have been very

intentionally hiding your feelings on this game which I have found interesting.

I didn't want to spoil the show.

Yeah, yeah, but usually, you know, we can kind of give each other like little tastes here and there of how we're feeling about these games before we come into record.

I would like to share with you what I think broadly of this game first.

Okay.

If that is okay.

I just want to say something for the listener at home.

Okay.

You know, we finished Resident Evil 6 and then Logan was going to start 4.

I had played the remake before we did six years because my side will you're starting exactly where I was gonna start here

Yeah, so and yeah, I told Logan I'm like take your time. We'll figure it out. We'll get it recorded and done no rush and

But I knew in the back of my mind that this man would do what I called the classic Logan binge

This man did like God of War 2018 in like two days

Ragnarok not so much because it was for work and it's just a bigger game. I still blaze through that one

Yes, you did but Logan sometimes gets these little binges in him and

As soon as he booted up for in his reaction to certain things. I was like this man will beat the game within a week

Yeah, so I started it this past Friday. So we're recording this on a Wednesday

I think if you weren't out of town that weekend you would have beat it over the weekend probably so I started it on a Friday

Just kind of wet my whistle with it

And then I had to go out of town and I didn't get back in town until Sunday night

And I messaged max over the weekend and I'm like the whole week. I've been gone

I'm just thinking about resident before a lot

I'm just thinking about this game and I was like, I'm really excited to get home and play more of it

I got home and played it like a little bit Sunday night

Like I think I got up to like chapter 4 chapter 5 and then the past two days

I've just blazed through the entire thing. And so if it's not

parent I like this game a lot and

I've been mulling it over. I'm thinking about more about it today more about us since I beat it last night

I think this is the best resident game ever for sure. I think this is the best one they have ever made

I think this is my favorite and I think what's surprising about this to me. We talked about this

I think a little bit during our Resident Evil 4 episode, but 4 was never

My favorite like that was I mean, I feel like it's not shocking for me to say like Oh resume before remake isn't now my favorite

But I was never like a huge

Fan of for like I liked it. It's fun. It's solid

Good game, but I did not have the same level of adoration for it that I think other people have within

the Resident Evil

Fandom like I did not by default consider it the best one by a mile like I think so many other people have

So for me to have played this game this remake now and to just immediately think like oh, yeah, this is the best one

this is by far the best one and I don't talk and I'll obviously talk about more of why I think I

feel this way outside of just its technical revamp here on new hardware, but

Yeah, I really do think this is the best one they have ever made I loved

Like every second of this game. It was so fun. I get I actively could not pull myself away from it. It was so so fun

All right

I this was my least favorite remake of the bunch. I mean sane I

have a lot of issues with this game I

I don't know what they could be.

Oh, I've got them. I've got a how do the kids say it? Like I've got receipts. I don't know. I

For you to say if

In case somebody's not listening this whole season max's favorite game is Resident Evil 3 remake.

It is. So far. What a tight game. Oh my gosh. This game is tight, too

I don't think this game's bloated at all. Is it? I don't know about that. No. I mean it's longer

But yeah, but it's great. I don't know. Yes

Yeah, I think this game is

Overall my experience with it was marred by

issues in design in game feel in

Technicality and

I

think it really

This is a very

Important game to Capcom right the original game and the expectation surrounding

This remake were so high

Understandably given the legacy of the original and the pedigree of the remakes up to this point

You know that like you said they've kind of been building their way earning up to four

They didn't just skip to four right away. They they've worked their way up to it and

I think those act I don't think the game could shoulder those expectations necessarily and

I left a I walked away fairly

Frustrated with the game and disappointed at parts

Alright, well, I need you to expand

I feel like we're gonna have to go into a situation where you have to open up more about what you dislike rather than what?

I like because it's easier to

Okay, it's harder to praise things than just be like they're good. I'd like it

Then it is to like explain your problems. So let's

Okay, let's dig into your issues here

- Where, do you wanna like start with gameplay
or more technical, graphical type stuff?

Where would you like to go?

- We can start with gameplay because I know you actually,
this is one of the few things you mentioned to me
is that like something about you didn't like
how Leon was moving and it didn't feel right to you
or something like that, which felt like all the other remakes
to me, so like I don't, I didn't understand that.

- Leon felt heavy to me.

like he had on Link's iron boots.

Like he was just like stomping and moving slowly around.

Like he just was not fluid.

I played on performance mode without ray tracing,
like you know, just straight 60, you know?

So it wasn't a frame pacing issue.

He just felt like I, I don't know,

it was something about the way the camera

and the way his body was placed

and the way he moved in the environment while shooting.

I did have some issues with the controls,

where I couldn't.

Now this is a problem, this is a max problem.

'Cause what else were we playing around the same time
that I was playing four?

- We were playing six.

- No. - Yes.

- Not when I played four.

We were playing five.

- Oh, we were playing five.

- When I was playing four. - Yeah, I guess

that would be true.

- And how do you run in five, Logan?

- It's the X button, yeah.

So that's just a--

- I'm telling you, I wanted to run with X so bad
in this game.

- The opening hours of this game,

I was smashing square to pick everything up,
because that's what it is in six.

And I was like, oh, I gotta break this in my brain.

So I can understand the problem.

That's a weird problem with us playing all these
in back-to-back sequential.

- Yes, that's an us problem.

And there is an option to make X run,
but it switches reload or something to R1.

Like it switched a button I didn't want to.

All I wanted to do was just make a run X

and I could move, you know, reload a run to L3 or whatever,
like swap that with something else.

But it wouldn't let me just customize control,

so I was frustrated about that.

But that's not a Leon moving problem.

He just,

he just felt stiff.

This is what I wrote.

And again, this was before we played Resident Evil 6.

I want that specifically to be clear,

because I think you'll laugh at what I'm about to say here.

I feel like there was a lack of fluidity in movement.

Like I wrote, "This coat of paint is so shiny and modern,

"but the mechanics and combat feel stiff.

"Leon's feet are bolted to the ground.

"Why am I not sliding and fluidly moving

"in and out of cover?

Why is this not the last of us part two? Why is this not metal gear solid five?

I'm more trying to figure out why you're trying to move in it cover in and out of cover.

Go ahead. So I'm sorry. Continue. You're fine. It's just such an action focused game, but the action mechanics are rooted in 2004 and 2011 and it doesn't match the visual style of the game at all. It just feels completely out of place. It's like a time. I don't know. It's like a time capsule of combat mechanics that I don't think have aged very well in this PS5 context.

Leon just feels so stiff.

I'm like, I want to be sliding and running and shooting and moving in this environment, but he's just like standing still.

I mean you can move while you're aiming, but he's just like standing.

I don't know, he just feels like a stiff toy.

I mean I just don't have a lot to even say back to that because it's just, it's how the

game was.

They're not gonna, you know, I mean, yes remake it and change certain things, but I never had a problem with how he felt movement-wise.

But I also didn't want, you know, Resident Evil 6 mechanics there where you can slip and slide around all over the place.

So that was just, it felt like a modern version of 4, and I didn't think it felt dated by any means.

I just, it didn't feel like a modern action horror game. It just felt, it felt like it came from 2004. What modern action horror games have you played though? Because I don't think it feels much different than, I mean, again, two remakes, three remakes, the Evil Within, the Evil Within 2, like these are like the modern action horror games like I'm thinking of, like you mentioned Last of Us, there aren't action horror games that are like The Last of Us or Metal Gear Solid 5 or Gears of War. Ironically, Resident Evil 6 is. I just think mechanically, I think this game would have been more fun if there was more dynamic movement. And it feels like it should have that dynamic movement because it has a modern weapon selection wheel and they give you all these tools to shoot. And And the enemies, I think, actually are more reactive of a modern action game.

They swarm you more aggressively, it demands you to move in the environment way more than the original game, I think.

There's this parry mechanic that would feel so dynamic if your other movement matched it, but it's just... it feels so rigid.

And it wore on me over time.

So how, I guess my next question then would be, how did you never have these same complaints

with 2 and 3 Remake?

Because you love 3 Remake and it's largely the same.

Like no there's, I, in 3 it's so snappy.

there's this dodge mechanic, you're running,
you never stop moving in three.

You're always either running from Nemesis
or running through the Hawes.

- I think this is the product of you speed running three,
which is kind of why you have this mentality
of never stop moving. - No, 'cause I think it
more like this. - 'Cause this game,

when you get to the village for the first time,
if you fail, did you fail in the opening village section?

- No, I almost did, but the bell rang just in time.

If you do, the game basically says, or it might even say this in other sections of the
game, but it's like, "Hey, keep moving.

Never stop moving in this game."

That's actively one of the first hints it gives you if you happen to die in one of those
opening sections.

I felt like I was constantly moving around the environments too.

I feel like I would run away to get space, but I had my gun set up in such a way that

I had a gun for if I'm trying to shoot people from afar, or if I'm running through the

- I'm gonna get out the shotgun

and I'm gonna blast, blast, blast.

Like, and so I had different tactics and stuff,

but I don't feel like I ever really

stopped moving in this game.

And I get what you're saying about three,

but I guess just when I think of my own play style

here with four, I don't feel like it was a game where,

again, compared to the original four,
where your feet were actually bolted to the floor
if you aimed down the sights.

- I think my problem stems more from playing for VR.

- Okay.

- For VR, you never stop moving and shooting,
'cause you're doing those two things independently.

You are moving in the environment,
your hands are free to dual wield, shoot, aim, fire,
and run through the space and turn your head.

So coming back out of VR,

And while this is a brand new shiny coat of paint,

I'm either running or I'm stopping to shoot
and like strafe while shooting.

I'm never running and gunning.

And so I think that's actually probably

the source of my disconnect here

because 4VR is more fun to play, visuals or not.

It is just a more engaging action, spooky action.

Yeah, you could say that about almost any VR game, honestly, more engaging.

And I think in the back of my mind that's what it is.

Is I'm...

Like there's an optional encounter in this game where you can go, I think it's after
you play the Ashley bit, and you can go underground as Leon and fight this really big, spooky
piece of armor.

Like a really big, tough one.

And that fight in particular was tough for me, because it's a tighter area and you run

away, shoot, and then the thing gets within reach and then you gotta run away again.

So it just feels like you're either running or you're shooting.

You're not running and shooting.

And I didn't feel that, that would be like a specific encounter.

I was just like, ugh.

I just feel like these games have never been that.

So I guess.

But they have been.

Village 7 for VR and not just talking about different. I'm not talking just about VR here

I think 3 is that to a degree because it is

It's far more frantic in that sense

So I do think that these games do exist and obviously 5 and 6

But they are definitely the action heavy side of things and I'm not well

I don't even think 5 would be a run shoot game like we were in a lot of scribe. Well, yeah

No, we would run away

I was just saying not not not in the way that you're describing that you like you what you're saying you would want

I guess is what I'm is what I'm saying. Yeah, I mean, I don't know

I mean we could obviously go back and forth here a lot, but I just don't

Have any of those problems. I mean, that's just one thing to be sure

I mean to be succinct with it. Like I really do feel like this is a perfect marriage of

the previous two remakes we've had specifically to remake and

Then just what I would expect from for yeah like having us having replayed for

Last year, I think made me really appreciate this game that much more, and I'm wondering I want to ask you this as well has

Playing for twice before this almost made you a little

Tired of it by the time you did get to this one because obviously I didn't play VR

and you have and so I am wondering if this was my

Third go-around if it would I thought I would be a little bit more like oh my gosh this again here

We go or if I would be well or if I would stop the same feelings

I was curious about that too

And I was aware that that could be a problem because I started VR in July and then we played the base game

you know in

September October yeah kind of window so I

Knew it'd be close and then what three four months later. It's the remake

Yes, but part of what kept me engaged was this was the shiny new coat of paint and my curiosity about what they would change

Structurally so that kept me on my toes and since the game was so fresh

I'm talking like and I had never played it before so

Really my Resident Evil 4 experience has been condensed to at nine months

Period and so the game was super fresh and it's like, okay. This is what they're doing here

This is you know, I one of my notes was

so far, it's just the same no major changes and literally a

Minute after I did that there was a huge

Stylistic change not so much gameplay. Actually, it did impact gameplay a little bit later. It was in the tower explodes in the village

Oh, yeah. Yeah, like out of nowhere. It's just did you try to climb the tower - oh

I never I never did that in the other ones

But I did see like Dunkey's video and other people who are like, oh, I'll be safe up here

And then it collapses which is a good subversion

one thing I wanted to ask you about and this is obviously there are a lot of changes here we can get into and there's

Story and character stuff I want to talk about as well

but I mentioned previously pacing and I think one of the best things that this game did is

just

Trim the fat in certain areas where it didn't need to

be there they streamline a lot of these sections of the game, which I appreciated

like I think about like in the castle when you get the

Various heads for the animal statue and you have to put them on the statue

Those aren't spread out all over the castle and then you don't have to take them back to some

Central part of the castle and input them and you know, it's it's it's all fairly close together

They make things more close together, so you're not doing as much groundwork. You're just running around aimlessly in the game

I think of fighting the village head the village chief that fight you are just running from him

And then the fight happens right after that in the original game

I know there's like a whole little section where you find a door and it's like you need his eyeball and then you

Go down like a god like a ski lift type thing and you then you go find him like that

That was just all completely cut out.

There's a lot of little sections like this where they cut just these useless five to

ten minute sequences from the base game and they just funnel you directly into the like,

"Nope, this is going to result in you having a boss fight.

Let's just do the boss fight."

They add sections as well, but I didn't feel like any of the additions bloated the game length or anything like that.

This game has always been praised for its pacing, even back to the old one.

I know that's something a lot of fans have talked about with the original game as well, and that's why this game has stayed in the public consciousness for so long, and it's why people continue to speedrun this game.

There's a lot of people out there that are like, "I play this game annually!"

Like Resident Evil 5 has remained super relevant over the years for, I think, in large part because it is just a well-paced game where every chapter it feels like there's something pretty notable happening.

But even in the lulls that I felt like I had with the original game last year when we played played it, with this remake I did not have any of those same qualms. So I'm curious, you mentioned your pacing problems, do you, I guess first of all, do you agree with some of the things I'm saying, where they did trim certain elements out?

I agree with that completely. Really, I don't have that many pacing issues. I think the Stuff they cut, overall good.

Glad they cut and streamlined some stuff.

I did notice they cut the underground maze monster bit, and that was the scariest part of the original game.

I was a little bummed about that.

But they do up the horror I feel like in different ways in other parts of the game.

I feel like the regenerator stuff was a little creepier this time around.

We will talk about the regenerators.

We will talk about them.

But yeah, so I was bummed about that one in particular, just because I liked this idea of a tight, timed area with a big monster chasing you.

- Yeah.

- They cut the tower assault area, you remember that in the base game?

This tower, big tower assault thing.

So that was, it was just like a note I took.

I was trying to pay attention to what they cut.

They cut the two giants coming down.

Remember in the first game you had to take out two giants like this big canyon. Yes. And they were walking towards, they cut that, which I appreciate I think. That's right after the house battle sequence with Luis there, yeah. Yeah. So I

agree with that, that they streamlined the flow I would think of the game. I really, I think my pacing issues comes with some of the additional stuff that I just felt like was unnecessary.

Like it felt like they brought different fat into the game.

Not that it was thick fat, to keep up the analogy, but it was like, why, why would you do this?

I think particularly the Luis stuff,

I'm not a fan of that at all.

- Oh, I like that quite a bit.

I'm a fan of, I will say this,

I'm a fan of essentially every single story change that was made in this game and I can give you a reason for why I feel that way on just about all of them.

Maybe narratively, sure.

I don't think gameplay wise.

I think the Luis gameplay additions actually are frustrating.

Maybe we'll save that specifically.

What gameplay additions are you referring to I guess?

Just Luis existing.

Oh, you just don't like him period?

No, being a companion and the way they implement him.

Do you just want to talk about that particularly?

Yeah, I wrote down the weeks is worse than Ashley. He doesn't shut up and his ability to fight conflicts with your ability to fight. He disrupted the flow of my combat like his shots would mess with my timing. Like I'd go to shoot, but he had just shot someone.

So then they're out of the way. So like he throws off my aim. I didn't present his presence in the duel fight with the Giants, he was just like in the way constantly.

I'm trying to lure them to certain places
and he's distracting them a different,
like he just totally removed agency from me
and I was not a fan of it.

And then the whole mine cart thing,
the mine carts themselves was not fun,
but he particularly, I swear, at least 30 times,
said "lean the cart it's gonna fall over" as I am already leaning the cart.

The game should know I'm doing the command. I don't need help. It can tell I'm pushing the stick.

Do not have this character shout out the same instructions the whole time
while I'm doing other terrible things in this section. It was so annoying and grating. Luis
being extended his presence was so annoying. I was happy when he died this time. I was just
so

frustrated with him. I think he justifies his existence within this game and we can talk
I'll talk to more that for near. Yeah, I was gonna say we'll talk about that with narrative stuff,
but in response to your stuff with gameplay. I mean, he didn't grade on me in the mic cart
section so I guess I don't just that's as simple as that the timing stuff that
you're mentioning I just it was I was never fighting the same zombies as him
really to be honest like he was dealing with what one I'm not focused on that
one he's got it clearly so I I was more focused on other stuff around me and I
was not tied to the hip with him in a lot of the companion sections so that
That sounds like a situation where I just, our play styles are very different.

So I don't have a lot to say in response to that.

And then the giant fight, I found him quite helpful there because he's distracting one
of them while you deal with the other.

Now if you want them to both come after you, and they change how that fight operates too.
Like in the original game you could just pull the lever and you know that it just opens

right up.

Like in this you have to get one of them down and then you have to like hold the thing and then it goes down.

So there's a little bit more, you need that assistance, you need that help with him kind of distracting one while you focus on the other.

- The fight would have been way easier if he wasn't there.

- I don't see how he was a problem though, 'cause he's distracting the one with the armor.

He's distracting the one with the armor, which leaves the normal one for you.

You get the normal one downed in the middle and then you just pull it.

So like, and then he goes away and then he comes back with the dynamite and then you blow up the armored one.

So I just don't see, you're not focused on the armored one in that moment anyway because if you try to shoot it, he's like, "You're wasting bullets, focus on the other one."

- I was not getting the unarmored one or the normal one to follow me or engage with me in a meaningful way.

He would-- - Did you shoot it?

- Yes, I was shooting it.

Shooting it, approach and try to stomp on you and things like that and you'd go to pull the lever and then you're getting it down, but then you're across the map because

you're trying to position these things

so that they walk over the circle

and then Luis gets in the way and pulls them away

or they won't walk on the circle

'cause Luis is there shooting them.

He was just like, stop intervening on my behalf.

I am the player here, I got this.

Like it just felt like a very dumb,

Ashley is better because she doesn't engage with the enemies

and this just is like robbing me of my planning agency.

Ashley is not better because she can get carried away and you can lose the game.

Like at least, at least Luis is self-sufficient.

I just didn't have these same problems as you.

I just like...

Same sort of, same sort of things here.

Narratively speaking, I don't know if you want to use this as a way to leverage and

to talk about story stuff or if you want to keep putting that off because I'm sure there'll be a...

Let's just say the gameplay.

I think there's some positive stuff and just different observations.

I was going to say you've been mentioning a lot of negative things,

but I have to imagine you do think like quality wise this is probably one of the

well you said you think it's one of the worst remakes so maybe this is in the

lower half of your ranking I just it's I'm hard for you for it remake of the

bunch I don't mean this is hard press it like worst I guess I'm hard-pressed to

say that even with all your smaller complaints that you couldn't still see

this is like one of the best in the series overall I mean from a critical

perspective, sure are. It's personally not. And I do think that the issues that I've talked about

and will talk about really stand out a lot here. And I think it's interesting that I haven't heard a ton of people talking about these same issues. I've heard some of it, but I think nostalgia is kind of blinding a lot of the criticism for this and me not having any of that?

Well, that's why I mentioned what I mentioned up front is like, and you know this about me, I have never, even when we started this season, like, four was not the one I was like super jazzed about playing necessarily. Like, it was not the one that I, you know, it is four, Resident Evil 4 has never been the game in the series for me. Like I, if I, if before we did this season you would ask me my favorite I would have I did but if I was in nine yeah but before if you would have asked me before we started this season one of your favorite resident evil games I probably would have told you to remake seven and her village probably like those would have been my favorites like I wouldn't have even had og resident before in my prior contacts yes yeah yes but I

Mean if I put it in my top five

I think it would have even been below the original the original game the original resin evil, so it's it's never been

this like

Infallible piece of media like I know when this remake was announced some people are like well that doesn't need to know

They don't need to do that the original game still fine

They've ported it ten times over to every platform of magical and then the original game still is on everything

So a lot of people felt like this didn't need to exist so

For me to come out of the other side and for me to come out of the other side of this one and say that

I do think this is the best game in the series is not tied to nostalgia. Oh, well, I'm not saying you particularly but I

Yeah, there are a lot of people I think that nostalgia is

For sure over so, you know smoothing out some of the rougher edges in this game

And I just don't have any of that and I played this game slower

I kind of soaked in it more because just my time is availability is just different than yours and

You know things kind of grew and just war on me over the experience I will to be a bit more on the positive side I

I'll say this up front

I just found it funny and ironic that this game now has this game has a last of us style weapon selection

system

When the Last of Us is so heavily inspired by

The original Resident Evil 4 I just find that a very funny ironic full circle thing

I love that, you know type of system in general in any game. Just the quick select with the d-pad is great. I

You know, I think the enemy design in this game

Very strong. I like the aggression that the enemies have

Especially in that opening village section. They really are heavy and just hit hard

Yes, you know the chain I died right away up front there. Oh you did. Yes. I was close. I was like very close

Yeah, cuz I was kind of trying to play it like the original one where you know, you can just kind of

Post up in certain corners and aim down certain long hallways or whatever and like no they cornered me and I died real quick

I was like, oh and then that's when I was telling you I got that run that message. It was like no don't stop keep moving

Yeah, so I like that design in this game of those enemies, you know, the wolves and their evolution and other things. I think the grasshopper things still suck and are so easy to kill they're not even really a threat. So, you know, there's really-

At least they didn't add the invisible ones this time, or they changed it, they like-

They had them, but only in one section and in the water.

Did they have them? Yeah, there's a small part after you get

knocked down in the castle to the underground part and you're waiting through the water, they're in there. Yes, but they're like under the water. You can see them in the water.

So it wasn't just a straight up invisible one, it was like invisible. So they're in there. So I really do like the enemy design in this game. They have this intense feeling to them. And I liked the side quest at first, the additional objectives for the merchant of like more than just shoot these medallions, you know, go here, shoot the rats. Shoot the rats, shoot the rats again. Yes, or defeat the boss. But you got to my point exactly is they get very repetitive and I think they're too infrequent. I feel like they're kind of at the front of the game and the end of the game and there's not a lot in the middle and

So yeah sort of either more variety or just more consistency of well

They had to I noticed they had to put them in sections of the game where you have a little bit more

Freedom to back agency. Yeah

Yeah

like they had to

Specifically slot them in the chapters where you could go back and like like in the castle for instance

I know they give you like two or three of them

During a section where the whole castle is kind of opened up to you and you can go back through and do some stuff and that's

when you fight one of the bosses and that's when there's like

There's one that's like a bird stole a jewel go find the bird and oh like like weird things like that

But it wants you to go back in the area that you just explored. So in that sense I kind of

Get it, but it

You know, it's like look at what we've done. We you know part of the remake

We've added side quest and then it's like well

Did you they don't want to put it's like ghost of Tsushima pet a fox pet a fox pet a fox pet a fox

Except not that annoying and at least true at least it's slightly more engaging because you actually shoot something

But yes, and yeah like with the bosses specifically like they don't want to give you a side quest

That's kill this boss and then it shows up on the main

Path in front of you like they want to put that stuff behind you because it is optional content at the end of the day

Oh, I guess I see what you're saying. I was gonna say I mean they do have side bosses

Yeah, if they put a hard boss in the main path of the game

They're like you can optionally fight this but also you have to go through this door to advance to the next

Section of the game like they do have to tuck this stuff

Back so it is kind of a little bit. Yeah. I mean again. This is an added like a catch-22

It's an additive thing to the game. You don't have to do any of this

I like the option that it was there like at the end of the day if you don't like for instance this fear if you didn't

Enjoy this

You don't have to shoot the medallions

You don't have to go

Fight the deranged

Henshin because I was at 29 little purple gems and I wanted a 30th so I could get the the weapon upgrade so I could get

a trophy

But for a long stretch of the game, there's just no more side quests. I was like, come on game

If you kill the knights they drop the spinals I think every time. That's their draw item.

It was passed. It was after that part, like the knights showing up. I was like, "I need just one more. One more, please!"

Merchant! Merchant!

You get random drops of them sometimes. I will say,

Merchant in this game, how'd you feel about him? At first I did not like the change in voice and then as the game went on

I was like, "This is a very good

Updated voice actually the merchant is better in this game. This is the merchant is better

Giving him more dialogue more things to say just gave him

He's written just the way you would think he would have been written in

2004 his dialogue is superb the way he talks to you and interacts with you is just

Like he that I comment on every gun after you buy and kind of gives you a little

Break down of what you just bought to some degree

The shooting galleries associated with him. I still thought were pretty fun. I

S-ranked all of them, baby. That's right. Let's go

Yeah, I

Yeah, yes funny fun the way he talks it's

it's just so engaging and

It really leans into that the one-liner nature of the game because he has so many of them

That is I mean

We'll talk more about the characters and stuff, but I mean you mentioned it so he may as well this game has

So many amazing like the the original game was known for that sort of one-liner aspect too

And they added more in this game, and they're better

Like there are so many amazing. I just I love that as this game as the game goes on

Leon seems like increasingly annoyed by everything that's going on. He like he starts out being like fearful of like oh my gosh

What is this village? Oh, no these cops are dead to where I told you specifically

When you first walk into the castle and then Ramon shows up. He's like ah Mr.

Kennedy Leon's just like who the hell are you like that's his that's his response to seeing this new character that has shown up

He's just like fed up with everything that's been going on this whole game and the one-liners really

Reflect that I think of the one at the end of the game. I'll show you a holy body. It's like

This is so stupid.

- Props to the writers, it is,

and the actors for delivering this dialogue,

it is so, so good.

There are too many to write down all of them,

but the merchant has them, Leon has them.

- Leon's, Leon's are great. - Leon's are incredible.

So it's, that's a part of the legacy of the original

that I think that they were able to step up

to the challenge and meet and surpass those expectations coming into this. It was really awesome. It was so good.

Yeah, I think, I mean, speaking maybe potentially to close out our talk about gameplay here,

I don't know if there's anything else specifically you want to talk about, but I found all the same guns return. I still found just the simple gameplay loop. Like you mentioned, some of

the game design feels a little outdated and stuck in that era. I still think at its core

this game, like if this game came out tomorrow, I don't think the core loop of, you know, getting games, er, getting games, getting guns and upgrading them and fine-tuning them

and buying new ones and toying around with them in your inventory, like I don't think

that's aged at all. Just the general, you know, how your weapons function and things

like that. In fact, a lot of games have ripped off what's been seen here in Resident Evil 4 for the past 15 to 20 years and I really don't think it's aged terribly, to be honest.

No, that core loop of, especially the item inventory management and stuff is still solid.

I do think it's a bit unnecessary in this game, simply because they give you just an auto-sort button, you just tap triangle and it automatically will sort.

Except sometimes it doesn't do it great! There were instances where it would auto-sort, sort when I do things perfect optimization but it doesn't yeah it'll

it'll get you way closer and then you can do the final tweak if needed so it

it did remove kind of like that puzzle ish element or the more the pride of

like this tetromino like how do I fit all of these pieces in here and you just

tap and it's done but that was like I mean that was in some ways that's just

like an expected quality of life feature sure yes I'm and you don't have to take advantage of it if you don't want to but it is right and I didn't engage with it

for most of the game but at the toy and it was just like let's just get this you know let's just keep moving I would do it if I knew I had like space or whatnot sure like auto like if it's just like okay I just kind of want to sort everything here quickly let me throw it all together to just kind of restructure Yeah, it's a solid gameplay loop this time around.

You mentioned the enemy design and I think that's all fantastic as well.

They've added new evolutions to the Las Plagas to some degree, and just new abilities to some of the ones that existed previously.

I know the ones with the teeth can hang on ceilings and stuff like that now, which was not in the original game.

So they've just added new little wrinkles here and there to many of the enemies that were in the previous game.

The bosses all obviously largely look the same as well.

Like Ramon's much different this time around.

And then they add, you know...

Way different.

I was actually, that fight is...

Fight's much different for sure.

Way different.

Did you...

Actually, so is Mendez.

Mendez's fight is also way different.

Which one's Mendez?

The first major boss.

Big boy.

- Oh, okay, yeah, yeah, yeah.

It's, well, that one's slightly different.

I mean, he's like going in the background and foreground.

- It's a shooting gallery, is what it is.

- Sort of, yeah.

- You don't, originally you could run around the whole barn, there was verticality by going up and down.

- The whole barn, the barn does catch on fire, it just catches on fire at like a slower clip.

- I mean, no, I remember being able to run around the whole base of the barn and then go up either sets of ladders on either side.

I mean, maybe at like a halfway point in the fight, maybe that cuts it off, but this game from the very beginning of the fight, you are sectioned to the one side of the barn, and while you can drop down to like this low area and have to to avoid some attacks, you're mostly on the upper level.

So it's really just run back and forth, dodge incoming attacks, and then shoot him at a distance when you can.

And so I thought that was an interesting choice to both streamline but restrict that fight in a way. It made him feel Mendez. It made Mendez feel less scary because in the first game he can kind of approach you in a three dimensional space and this one he's just more in front of you. It almost made it 2D in a way, like a flat kind of fight. It was an interesting change Salazar they I'm all weird yeah it was a weird I don't know if I was like a fan of it necessarily I

struggled with that fight I I wasn't
well equipped I don't think and I tried
to do the grenade thing couldn't get it
in his mouth I couldn't find his mouth I
didn't know where it was oh he just
opens his mouth you just kind of have to
lob it in there he doesn't like there's
There's no eating animation or anything,
it's just you gotta kind of--

- Yeah, but I visually couldn't find his mouth
in the blob that he was.

I really struggled visually with that.

- Do you know where Salazar's body's at?

That's the mouth.

- I threw a grenade at him.

- That's where it is.

- Well, I did not get that trophy.

It just felt like a really weird, I don't know,
it felt weird, maybe that's just,
it's just so different than the original,
but I wasn't, it's not that it was a bad fight,
it was just weird, I just felt out of place with it.
So, I'm not, that's again, that's a me problem,
not a game problem, but it was odd.

And then Sadler's pretty much the same.

- Sadler I used an RPG on. (laughs)

- I used, I did too.

- And not the RPG that it gives you.

- Yeah, no, I used RPG on. - I had enough money

right before and it was like 1230 and I was playing the last night.

You have to do it. You have to do it once.

And I was like, you know, I just gotta do it once. Yeah, you do. The options on the table, the merchant selling me this RPG. I do like when you buy the RPG, the merchant's line is something like, you know, some people like to make situations a bit more interesting or something like that. Like he's basically telling you, like, if you use this, you're

kind of gonna lose like the element of like enjoyment from facing a boss or something like that. But it is fun to just kind of whip it out once and I whip it out once oh my gosh. It is fun to use the RPG in one instance there against one of the bosses and typically I use it on

a Ramon but I decided to use it on sadly this time around. I think all the bosses in this game are

still great. The one that I didn't think was as good this time around would be Delago I think it is the alligator big water thing yeah I thought that one was a little I thought

that one was better within the original even though it didn't make sense when

Leon's swimming a thousand miles an hour as you tap X to get back in the boat and whatnot I didn't find it all that thrilling this time around but it's

that's that's a completely different type of you know boss fight in this game

because it's not reliant on the game's core mechanics necessarily it's kind of of the outlier.

Are you watching this video I just sent you?

- Yeah, I watched it.

- So to be clear, we can talk about this on there.

So I sent Max, I mean, just,

this is a video clip from Sunhi Legend,

which people might know from Twitter.

- The guy is a legend.

He is a great cinematic player of games, very stylish.

- Yes, he puts together some very, very incredible clips of various video games.

And just Max, I remember this clip

'cause I saw it a couple weeks back.

And I just thought of it here as,

I looked it up and I guess he does.

But I found this clip,

I just wanted to kind of show it to Max here

as like a final note on you being like,

oh, I feel like Leon's feet are bolted to the ground

and you can't do enough

and there's not enough maneuverability.

Like, you know, they add a--

- He is, he's so slow.

- They add a deflection element with the knife now, a parry system, they add a evading system.

How did you feel about the evading system?

'Cause that's completely new, you know?

And I feel like that's in line--

- What, in a circle?

- Yeah. - Is that right?

- I don't know, it's in 30.

- Okay, Kingdom Hearts 2 superfan.

Press triangle to use any action.

- First of all, I'm not a Kingdom Hearts 2 superfan.

That is not me.

So this clip, I mean, to suddenly--

- You don't need to break down the whole clip.

- I'm not gonna break down the whole thing.

- I was just using that.

- But he is moving in a, you know,

he's moving very progressively.

He knows exactly what he's gonna do.

He's, everything's equipped and all that stuff.

- But it still is a good example of kind of--

- It's great, it's stylish.

- It's kind of a good dilution

of what this game's mechanics allow for, I guess.

- Could, as someone who knows the exact encounter
and the enemies and what they're gonna have, yes.

You can choreograph something really great like that.

- Well, I'm not talking about just purely

from the choreograph. - But Leon himself,

but Leon himself in that clip is moving so stiffly

and slowly. Like the part where he aims and then he's gonna walk over and does the
roundhouse

kick. It's almost like he's on an eight, an octagonal grid of like, "I will now move diagonal
to get behind to kick." It's just so rigid in that way. It should be more fluid in, "I'm
shooting but I'm moving over here and then now I'm roundhouse kicking and then when I
come out I shoot like this." And that's what—

- It sounds like you want this to be

Splinter Cell Conviction.

You want like a-- - Well, the parts,

they try to make it like that.

- You want this to have like a breach and clear system

where you can just poof, poof, poof, poof.

- Well, no, that's just push a button
and it does it for you very stylistically.

No, it's just this game looks visually
and the game setting of these hordes of enemies
and these big spaces to run around in
it's begging for movement, fluid movement,
but we're getting movement from the GameCube in 2004,
but on the PlayStation 5,
and I just think that really clashes a lot.

And this game does add stealth,
and it feels very slapped on.

- It's there, like there's no forced stealth.

- Wasn't there one forced stealth area,
or a highly encouraged stealth area.

I think with one of the Red Hoods.

- Maybe the one instance where it kind of suggests
that you should use stealth is against the things
with the Wolverine claw things.

I think they're Garadors or something, Garadors or something.

I don't know. - The blind ones.

- The blind ones.

I'm probably butchering that.

I'm clearly butchering that name.

- Ashley, you have to be stealthy too.

- Yes, yeah, yeah.

Like you can use stealth there to sneak up
behind the ones with no eyes and stab them in the back.

And I know that's kind of encouraged in that section.

- And the knife. - But that's about it.

- The knife, you know, if you sneak up on someone,
you can instant kill them.

- Yeah, but I guess what I'm saying,
what I'm saying about the stealth mechanics is like,
they added stealth mechanics, yes, but by no means,
they're not expecting you to go through entire,
like, locations within this game
and like, stealth kill like 10 people in a row.

That's why I'm saying it feels slapped on and out of place.

It just feels like it's there to be there,
but not fleshed out in a meaningful way.

- I would argue that it just feels like an extension
of everything new that they did with the knife in general.

You know, stabbing things on the ground,
stabbing people that have picked up Ashley.

I don't know if you did that at any point.

Just the ability to use your knife to stab
in certain instances. - Can we talk about the knife?

- Yeah, 'cause it is one of the biggest mechanical changes
to the game.

it can parry moves now which kind of takes away some of the fear aspect I think.

Were you intentionally parrying? Like did you do it a lot?

Uh yeah I would use it pretty frequently. I think I did it once.

Oh and actually in the village- The more we talk the more I just think it sounds like you're not fli- you're misplaying the game. I used it constantly.

So here's the thing- Like to deflect things like if they shoot a bolt at you or throw an axe at you. Get to the tutorial right? They set you up in the village like this chainsaw guy is gonna come at you and they're gonna teach you the parry right? So it's all real time. As the parry instruction thing is popping up, a village lady attacks me and breaks me out of this whole encounter and I don't even get it. So while that doesn't remove the mechanic and like I don't know how to use it, but then I never was in a situation where I needed to parry again. The chainsaw guys never got I never let them get close enough to me to where I needed a parry. You just didn't talk Not chainsaw pairing. You just didn't do it like in this clip

I showed you where you just they swing a scythe and you just block it back

I didn't I never got close enough to these things to let them even hit me with that like that wasn't

It's doing it all the time. Yeah, so I really rarely engaged with the parry mechanic

I was using the knife to stab things on the ground and to stealth kill

What were your primary weapons you were using in the game? I'm curious
pistol

shotgun and the sniper.

- Yeah.

- The MSG I thought was pretty weak this time around.

- I said-- - Not a lot of ammo for it.

I eventually got the Magnum and would use that.

- Okay. - I mean, applicable,
but everyone does.

So I am trading my knife-- - I'm just curious,

you're saying you're not-- - Knife a lot.

- You're not getting close enough or anything,

but like I would have,

I mean, there are plenty of encounters I had in this game

where like, yeah, I don't want them close to me,

but you know, they're swarms of them and they're kind of,

you get in different situations

where you just kind of, just ran away.

Just ran away and then would shoot them and then run away.

And so I rarely used the parry mechanic,

which bummed me out, 'cause that opening trailer,

and they set you up for this cool chainsaw moment

and they never got it, 'cause the game,

the AI just reacted in a way that wasn't planned for,

which is the cost of real-time cutscenes.

- I think I definitely did it

with the Chainsaw Sisters, too, so.

- Yeah, they were scary.

Those two were a great moment though

when he runs up the wall and flips back.

That was pretty good.

- Yes.

We've been putting it off, but let's talk about the story

because I think this is objectively

the one net positive for the game that I don't,

I will be baffled if you have many complaints

about the story changes they have made in this game.

From the opening cut seed onward,

I think the biggest praise that I can lavish upon Resident Evil 4 remake here is that this feels like a sequel to the previous Resident Evil games.

Which I did not previously.

With OG Resident Evil 4, we've often talked about how, like yes, Leon is back in the starring role, but it almost feels like a totally different game.

That's like spun off and you didn't need to really play the previous games and you don't have to play

The previous games with this one either, but this one

builds heavier off of the back of

Resident Evil 2 remake from the opening cutscene and kind of showing

What Leon did after the events of that game and he went into training and he joined the president

It's like just quick montages and there's not anything

Vast but they they try to

Put more connective tissue between this game and the ones that came before it then I feel like the original

Resident Evil 4 did and that's a great benefit. It makes the series feel more

Coherent with itself this game still exists on its own and I think it can be played on its own if you don't want to

Go play the other games, but for the first time

I really do feel like this one is part of a larger saga and a larger series in ways that I didn't

Previously and that is the one

Big boost that I feel like it has had like I again

I feel like we are have followed the I mean we've played all these games within the past year like

the version of Leon that we saw in

Resident Evil 2 remake or whatever did not feel like the same version

We saw an og resident evil 4 like whereas this feels very much like a older

It's the same character from that game just older more experienced and they they allude back to previous things and like

Again, it's just a lot of small instances scattered throughout the game

Even and a lot of its you know

Character stuff between like him and Ada and talking about their history and stuff like that

It's just small stuff sprinkled in throughout the entirety of the experience. I think has been done really well

And then there are

Broader things that we can talk about but yeah, I don't know. What do you think? No, this is the story is a great a

great change in this remake I

Yeah, there is that connective tissue

They try to fix or explain a couple of things. I think Krauser is probably the biggest

Yeah, let down cuz I let down. Yeah, I wasn't a fan of

How they tried try to explain Krauser which I think speaks more to the weakness of browser on the whole

Yeah, at least they did like yeah, and did they try but I think that just exemplified

My problem with Krauser in general just as a character in this world

But I really really loved the collectibles in this game that explained the village lore

Oh, yeah, yeah way better. There's actually a backstory for Mendez

That explains how he became like the second in command of the village. Yeah, really cool

I like the final cutscene that plays during the credits where it kind of shows like the

peaceful happy times in the village just a little small farming community in the middle of Spain and then like

Everything gets dark and you see like Sadler's cult usher into town and everything starts to change like you

It's hinted at there at the end as well

But yeah

the collectibles do a fantastic job of describing this slow demise of this village because the

consistency that you kind of get from the original game is they never they never really try to

contextualize that like this is a tragic event like you're just kind of like oh there's a

village full of crazy people in the middle of nowhere and they never really make an attempt in

the original Resident Evil 4 to kind of make you sympathetic towards the people that you are killing which I think this game does in subtle ways. If you're reading the collectibles and then watch the credits and that's not a knock but it's just statement of fact I suppose there for that. The Luis they really flesh out his backstory and motivation in a great way. Tying it back to the older games because Umbrella really has no connection to four. There's a lot of Umbrella with that Which I love because I wanted you want more umbrella. I do think

Was it me or was Sadler's plan?

like in the in the original

for

Sadler's like and now I have infected the daughter of the president and I will send her back and she will in fact like he

Explains his whole plot right which is so goofy and over-the-top like I'll infect the president and then I'll control the world

This game he felt a bit more

Well, that was still his plan right like to affect the president. He felt like not as direct and

Like he didn't say I will control them. I don't know they made Sadler more

Religiously serious kinda and it's cool and creepier

They they make Sadler that it was interesting

That's the thing. I like about Sadler a lot in this game is that he feels

Like the proper final boss that the whole game has been building towards and I think the way they do that is they cut out

certain previous instances

Like I think of in the original game where he just kind of shows up out of nowhere

It just kills Luis and then dips. It's like what why is he here? And you're not really

When when I when we played it resident before last year

I kind of forgot that he's kind of the main baddie behind everything because he's just one of many kind of evil people that shows

up it's like "Hey there's the tall guy from the village!" "Hey there's the hooded

guy with the weird staff!" and like all these people are just kind of rotating in and out of the game. This one makes clear that like everything more centers around him and hinges around him and everybody flows up to him, which makes it feel like a more proper final boss once you get to that last battle of the game. And that is the biggest change that I liked with him, is how everybody else reacts to him and responds to him in this world and because in the original it felt like a lot of people almost kind of acting independently in some ways like associated with each other yeah like I'm the big dude in the in the village and you're gonna fight me and oh now you've stumbled into this castle well I'm the meat crazy little boy who runs this castle oh now you're in the island and I run like it didn't feel like they were working in concert with one another, whereas here in the remake it's clear that Salazar works for Sadler, the village chief Mendez works for Sadler, they all flow up to him and he's the centerpiece of it all. There's a lot of other smaller cutscenes they sprinkle in throughout the game. They do a fantastic job of, I mean one thing that was pretty much not done at all in the original Resident Evil 4 is a big element of this game is that Ashley and Leon are infected. have the Las Plagas in them, and in the original game that's just almost kind of a footnote until you get to the end of the game and it's like, "Oh yeah, we have to tie off this thing we set up. Uh, hop in the chair and we'll kill it and then you can go fight the final boss, sure." Like, they don't really do a whole lot with it in the original game. And this, it is a larger sticking point of the narrative as a whole, and that's directly tied back into Sadler because of how he's controlling people and stuff like that. So like, Sadler just has a way larger presence in this game overall because they decide to do more with these certain narrative threads that they never really touched the first time around. It just feels more cohesive. Like, in retrospect, like, you can see the ideas that the original Resident Evil 4 had, but because of that game's kind of tumultuous development cycle, you can see how some of those ideas never really came fully together in the way that they probably intended 20 years ago. And in this one, it

feels like this is... all the ideas kind of jive together, at least to some degree.

Yeah, I totally agree.

Speaking more to some of the other characters that pop in this game, Sadler is obviously a big one, but there's also Ashley, who everybody hated in the original, and I'm curious, maybe not everybody hated, I didn't think she was that bad when we replayed it, but how'd you feel about her in the remake?

She's worse in the remake.

Really?

What do you hate?

First of all, she doesn't stop breathing.

- Doesn't stop breathing.

The little complaints are interesting.

- Oh my gosh.

So, we'll talk more about this a little later.

- Oh, I get what you're saying.

She runs along, it's like, "Huh, huh, huh."

- Yes, and it's just constant, man.

I think her,

the command you have over her of,

"Be close or be far away," is mostly useless.

in the base game at least you could tell her to stay put somewhere. Yeah. Do stuff. But this is

she's always attached to you, which you would think would add more fear in encounters because

she can't stay away except for very few choice areas where you can tell her to hide inside

something. But no, she really just never gets in the way all that much, which makes me wonder like

why we're even escorting her around. I get why in the game narratively and you know this

is a remake of a game that did that but like she just feels so not there except for the

fact you can hear her constantly. I think playing as Ashley was like I don't need that anymore.

- That was never the great part of the previous game.

- So, you know, and they removed the creepy, most of the creepy sexual tension between the two of them. Especially at the end.

- 'Cause of the other game, at least now she's like a college-aged girl or whatever.

- Yes, they've aged her up, but they, and you know, there's not like a weird like, "Well maybe you can come to my place," or whatever afterward.

I mean, there's some--

- She does make an offer at the end, but it's more of like a--

- Her Secret Service detail, which is slightly more appropriate, I suppose.

- You get the sense throughout this game that they kind of develop a friendship more than an odd romance.

- Oh, but Ashley is crushing on Leon for sure, because when Ada shows up, you can tell, she's like, "Oh, there's another woman in your life."

So I get that, but they at least made that a bit more appropriate from Leon's perspective and us as the player instead of some teenage girl. that's at least a college student this time around.

- Instead of ending the game on a weird,
wanna get back to the White House and bang type line.

- Yeah, and I think Dunkey's video
actually points this out fairly well.

I don't know if you saw this, but--

- I did.

- At points she's like, oh, I'm great at this,
and all she's doing is rotating a wheel
or pulling a lever.

- I just took--

- And I'm just like, eh, Ashley,
maybe you shouldn't be talking.

- A lot of those lines I took is like them being
in just the same way that I would take a one-liner
from Leon.

- Oh yeah, no, it's a joke for sure.

I'm not, it wasn't serious.

- So like they're hamming her up in this like annoying,
dumb school girl type way.

- Maybe too annoying, I don't know.

You know, I think she's just worse this time around
and mostly it's because she feels more present
than she did in the original game.

And this actually, I think, exemplifies,
not exemplifies, that's not the right word.

I think it elevates other games that have come along since
that have had companions that do feel additive

to the experience instead of not so much.

And of course, The Last of Us would be a prime example.

This, you know, The Last of Us took inspiration
from Resident Evil 4 clearly in the documentary and stuff.

And part of the goal was to make sure Ellie didn't feel,
it didn't feel like an annoying fetch quest
or escort mission, and that was their goal.

And I think we could both say that they achieved that
back on the PS3 10 years ago.

Bioshock Infinite had a similar angle
like we were talking about before the show
of just how do we make companions not annoying?

And since then, you've got other games
where AI companions are a part of the experience,
and they've just gotten better over time.

I just think Ashley here. I don't have a lot to say about Ashley honestly. I mean I continue
to mirror my feelings with the original game which is that I don't think she's that bad.

Obviously yes like you're mentioning that you feel like AI companions have come a long
way but for an AI campaign she doesn't fight like I guess some of the other AI companions
in some of the other games you mentioned do or even help.

- Right, she does it. - With Elizabeth.

- Louise does and Louise is bad at it in my experience.

- I thought Louise was good.

Louise was killing zombies for me.

- He was always trying to steal my kills
and ruining my shots.

So, he was just in the way constantly.

And so that was annoying.

And so Ashley's the same AI, ostensibly.

She just can't shoot.

And I just, the fact that you are more aware

her presence just made it feel more annoying and it's not like she was getting kidnapped all the time for me and I had to keep saving her it was just she was like a fly buzzing around and I wanted to go away because she kept attracting just such a it's such a bummer like gosh this game would be so much better if he wasn't escorting anyone like there was a different narrative objective for him here but because it's a remake it's intrinsically an escort game like yes so it's bound to that and it's a it's a bummer in that sense i wanted to ask about crowzer because i know you mentioned him previously i don't think he is the best character in this game by any means i don't think he really does i don't think he needs to be in this game kind of period yeah that being said the remake does definitely do a lot of better work with

him i believe from the opening cut scene they show him which i'm like okay there they go they're

showing you Crowzers in this game right away rather than you know. I think that opening montage

honestly does a lot of heavy lifting. Maybe not a lot of heavy lifting, but I think it makes a big difference in the grand scheme of the game because it just takes 30 seconds to fill in the gaps of

what's been going on in Leon's life and just briefly showing Crowser, showing him training, and stuff like that. Those things come back up later when you find out. In the original game, Crowser's just this dude who shows up and you're like, "Who is this guy?"

And he just appears out of nowhere. And he does still, to the same degree, do that in this game.

But just contextualization around him I think is key. And knowing why is this guy so mad?

Why is he aligning himself with a crazed cult? Like, what is his goals? Like, they gave him some depth to some degree, far more than in the original game. Because in the original game,

he's really just— They gave him more— They gave him actual context. I wouldn't say they gave him

more depth. They gave him motivation. Like, why would this guy kidnap the president's daughter?

Why would this guy team with crazy parasite cult people? Like, it doesn't make a whole lot of sense.

And they've at least explained those things this time around, which I think is about,

Again, he's not the best character in that game at all, but just having better reasoning

behind those things I think makes a huge difference with him overall.

Yeah.

I-

Krauser is just like a really BC tier Marvel villain here.

He's like the lowest run of the Metal Gear villain cast.

he just feels like a total imposter

that's trying to be something else

and he's just nowhere near as good as the rest.

And I just find him annoying.

I found him annoying in the original game.

It's just, why are you here?

Who cares?

What is this relationship?

And sure, they fill that in a little bit

with like a quick cut scene and some dialogue that he spouts

but it's just, he doesn't feel earned,

he doesn't feel like a big threat, bad.

The fight is very difficult with him, I thought.

The whole sequence with him is,

I found tough this time around.

- Oh.

- But, yeah, I was--

- What did you max for, what gun did you max,
out of curiosity?

- I think my pistol was pretty high, my sniper,
and I mean, I leveled up the shotgun,
well, I didn't max it out, but--

- I fully maxed out the shotgun immediately.

(laughs)

So, a lot of these things are like,

"This was hard."

It's like, oh, I just uploaded in their face with shotguns,
and it was very simple.

- I had a lot of leaned into the Magnum, typically do that.

So that was, you know, around, but no,
mostly pistol sniper, I think, or usually how I roll.

- Gotcha, gotcha.

- So, Krauser was there, and I also think Krauser's
voice actor was pretty awful.

I found his performance pretty grating.

- I found, I've had other people complain about Krauser's.

I thought Krauser's was like, not great, but like,
he hammed it up.

- He feels like a cheap ocelot.

- Yeah, I just like, but I kind of like that.

Like you're mentioning, like, oh,

this feels like a B-tier villain.

Like, that's kind of how I would describe

most of Resident Evil, to be honest.

- Well then it's C-tier.

- I mean, it's lower than everything else in the series,
man, it's just so bad.

- Ada's the one voice actress that I found truly terrible.

- I don't mind Ada at all.

When you brought this up the other day in the Discord,

I had no idea. - Oh, she caught a lot of flak
for this online.

Dude, I don't know.

She is about the most-- - She's not even
in the game that much.

- She's so monotone.

I just don't, I don't know.

I encourage you to rewatch the most cut scenes with her.

It's so bizarre.

guess I was thrown off too because they changed the voice actresses between two and three
and I or two and four and I really

liked the version of Ada and two and I didn't catch any of that

Did not care for this voice actress. Yeah speaking of Ada

Again, she's not in the game that much. I don't feel like she's changed that much

They kind of I mean Wesker makes a cameo at the end, which is kind of fun. Oh, yeah, he's on
the computer

Yeah, yeah, okay. Did you get a dog? You talked about how he's gonna wipe out?

billions of people. I got the five Easter egg yeah. With the lady or whatever? Yeah.

Is that a collectible because I didn't... What what which Easter egg are you

referring to? They I forget what her name is but Wesker's teammate in five. Yeah

it's the lady who runs Tricell. Ecleza? Eclezy? Something. Ecleza? Anyway but she's in the

game in some capacity. I didn't find that at all.

Yeah, she's in a very final cutscene. She's with Wesker. She appears on the screen. Oh, then I just missed it. I thought it was more of a direct call-out based off the hubbub it was getting. No, she was just in the... on his computer that he pulls up there. You can see her. What is her name?

Xela Xela I believe yeah I knew it was something like that yeah

Excel is young yeah she appears on the TV screen and also on the TV screen is Wesker's little garden thing where all of the where the virus comes from in that game yeah where all the red flowers come from Jake on the screen at all no Oh, he's a bad father. He abandoned his son.

Sad, I know. Bummer.

Yeah, there are a couple cool hints there at the end, and kind of, you know, tease Resident Evil 5 remake maybe, but not really.

I mean, it's just keeping, again, that continuity.

Adding things that they obviously didn't know back in 2004.

Yeah, I mean, in '04, Wesker was in the game. He was in separate ways, I think. shows up at the end of that, which they allude to.

I like--

- Well, I'm pretty sure that's coming.

They found it in the code and all that stuff.

Like that would be the dynasty for this game.

- Either Ada or Leon, when they split up, she hops on the helicopter and she says, "Are you coming with me?"

And he's like, "I think this is where we go
"our separate ways."

And I was like, "Oh, there it is, the thing."

- They said the thing.

- That'll be fun.

And that's what's fun about the writing in this game, is there are a lot of little pointed references in this game.

At one point Ashley unlocks the door and she's like, "Wow, it's like I'm the master of unlocking."

And I'm like, "Oh my gosh."

See, that was a bit cringe.

It's very self-aware, which I like quite a bit.

I don't think there's a whole lot to say about any of the other characters.

I guess just, we did mention this before, and I don't feel like we've talked about them explicitly, but I think Leon is fantastic in this game.

I was really not a Leon fanboy before this game.

I was more in the Chris camp. I think this game has won me over. Leon is excellent. And

I just like the version of Leon, like I said before, that they sort of present as time

goes on in this game, this version that is just kind of over all of this and is sick

of all of this. But at the same time, he does like have some character depth, like having some sort of like PTSD and fear that stems from Raccoon City and him trying to save Ashley

at the end of the game and be like, "Okay, this has got to be different. I don't want

to repeat what's happened before, and I don't want the past to come back once again," which

is funny given what happens in 6 with, "Oh, it's Raccoon City again!" But yeah, I thought

that he had a good balance of being cheesy, giving one-liners and quips left and right,

which is probably 75% of his character, but they balance it in such a way that when he

he does have his serious character moments, they still kind of hit pretty well as well.

So yeah, I thought Leon was excellent in this game.

We've talked about inconsistencies with voice actors and stuff like that, I thought Leon's

voice actor did great personally.

Yeah, nah, they definitely, Leon keeps being Leon.

And I mean that in a good way.

It's like the merchant, they've taken that original template in the base game and have just elevated it to more with this modern coat of paint, this modern flair.

The lines are delivered flawlessly.

The animation is superb.

His just mannerisms, styles, his character motivation, it's all polished in this game.

And that's great.

It really does come off super duper well.

I like Leon's performance a lot in this game.

It's awesome.

It's really quality stuff.

And it makes me want Leon in a new Resident Evil game.

Like I know Chris is in 7 and 8, but where's Leon?

And now that Jill is back in some context with 3 Remake.

It's like, let's get the six we always should have gotten, like this true ensemble.

I know that movie just came out, that new animated movie, I think, like Dead Island or Death Island or something.

They're basically going to Alcatraz, but it has, it's got Rebecca, Chris, Jill, Claire.

Which apparently, according to our buddy, friend of the show, Ricky Freck, is an adaptation of one of the Resident Evil novels that exists out there.

- Okay, and so it's got everyone, right?

Chris, Leon, they're all there doing, all doing something.

And it does play off of Jill being mind-controlled

by Wesker, so there's like a twinge of five in that.

I saw this trailer and stuff.

Actually, I watched the trailer before we finished five

and I was like, oh, clearly, clearly Jill is--

- Yeah, you mentioned--

- Definitely Jill is in this game now.

And so, where is that moment in the games?

And I know they tried that with Six and that, as we talked about in our last episode, didn't hit home.

But I feel like Capcom's built up the goodwill and we need it.

We need to see these characters reunite in a game in an effective way.

And I think they can do it now.

I feel like you're tempting fate, but I do kind of agree with you.

Now that we've played all these games, I am going to be very much thinking about what they can do in Resident Evil 9 moving forward, and maybe we can talk about that more down the road.

I did want to bring up one other thing.

I know we're kind of nearing the final stages of our discussion here.

One aspect of the game we didn't talk about is sort of horror elements that I feel like they've thrown in.

And this...

I mentioned to you that I feel like they added not anything...

There's nothing in this game that I would dub like outright horror in the same vein as you know Mr. X chasing you around the police station or anything like that.

But they definitely reworked some of these sequences.

I mentioned the part with like the generators and the hallways being dark in that area.

I guess that's all you need for horror is dark hallways.

Dark hallways, scary boys.

Yeah, there are multiple sequences.

I mentioned the one where the Wolverine claw dude like Leon falls through the floor and then he's in a dark area and he's shining his flashlight around and you run into that for the first time.

There are a lot of sequences in this game where they play with light I think and they just put you in darker environments and I think that heightens the horror and the tension a little bit in ways that weren't done in the original Resident Evil 4 and I think that's about the extent of what they do with the creepiness or horror in this game.

I didn't know if you noticed any of those things for yourself or what you thought about this game

And it's pension as a horror title. The beginning of the game is way scarier. It is

Way creepier darker moodier a lot of dead dragon. They dragged that the opening out a little bit

Mm-hmm the way the heads

Get lopped off to the side and kind of dangle their little sideways and they crawl towards you

There's a way more

At the beginning. Oh, well it I do agree with you spooky

Yes, but then also the first thing that happens in this game is Leon roundhouse kicks a dude into a wall

Which is just hilarious immediately had me laughing. Yeah

So it does find like a great I mean, that's that's Resident Evil in a nutshell to me though, you know

It's like oh this is tense and spooky and oh he just he kicked a guy in the head and okay

And then he jumped out the window instead of one liner. It's like all of Resident Evil diluted into a five-minute sequence

Yeah, I think a lot of the horror though dissipates after that from

Like them the grander sense there are tense scary moments when hordes of enemies are coming at you

Or there's some new grotesque thing, but I really think the horror is

Almost entirely gone by the time you get to the castle. There's never did you I?

I was just gonna ask, did you find it any more prevalent than the original game? Because I would say that

Original Resident Evil 4, there's like none at all. Absolutely. But in this game

I feel like they made an attempt at certain times to do it. Yeah for sure. And that's that's cool. It's great

It's keeping that horror part of it alive

but

You know after the beginning it's really not as prevalent

And that's okay, and it's in line with the original to a degree and more with the game style, but

It's it. You know the horror goes away fairly quickly

Max did you like yourself some Spanish guitar in this game?

I love that they kept the song

They did yeah

That was good. The music in this game. I'll say overall I didn't find the music in this game to be prevalent

It felt more subdued this time around like even with the well

I there wasn't a time dedicated at times yes, obviously I'm mentioning like the Spanish guitar and stuff like that

but that's lights like in the opening and

Again, no like there's music during like the shooting range and stuff like that, but those are like little like

off kilter section

Overall I didn't notice the music as much this time around I like the refrains on certain

Certain aspects certain certain themes from the original game obviously the same music and stuff like that, but overall there was nothing about this game

Musically that jumped out to me again much in line with a lot of the other

Recent Resident Evil games though the sound design across the board was phenomenal I felt for the most part

What says you apparently not

So before I talk about that, I'm the music in particular the save theme. I just wrote is

Dot dot dot different. It was just different not good or bad way. It's just it's one of those things you're like

It's not the same but it is

Still the same it's one of those things. So that was interesting and then the catapult part of the castle

This is the I don't know exactly what sonnet is. I'll find it. I'll try to find it for the show

but I just wrote during that section a

Very God of War ps3 era song plays during the catapult on castle arrival there. It was very grandiose choir very epic just like filling the background constantly and

That was an interesting observation. I wrote down it was

Odd choice, I think it worked, but it was odd

But now I have to ask you Logan, how did you listen to this game I

Just used my soundbar. So I did not wear headphones, which I did you do. Did you do headphones?

I played the whole thing with headphones because I have a baby in the house and I would be playing in the mornings

and

I did play sometimes with my surround sound setup in the the living room like if it was a nighttime thing or you know

Abby and Eloise weren't home

So I can say that

You know this affected me on both ways, but I played primarily with headphones the PlayStation pulse

wireless headset

The sound design is jacked in this game mark Cerny did not impress you

I don't I know. This is not mark Cerny's father's cap comes fault

There is like an auditory placement,

total mishap in this game.

Enemies and items, like the little bobble heads

that chatter and you can hear it in the environment,

they just sound like they're on top of you constantly,

like right here, above your head.

An enemy, you can see the enemy across the screen

and it will sound like it's right here.

And so your enemy placement is totally thrown off.

You're just like, where is this person?

They're either far away or there's someone right behind you

and you don't even know it because it just sounds like

you're constantly inundated with enemies.

And it totally ruins the whole horror experience.

Which brings me to the Grey Heads.

That moment when you're being introduced

to these Grey Heads, an iconic Resident Evil villain,

these regenerator things,

it's just breathing in your ear constantly.

Just breathing right there.

They are, this is before you even meet 'em.

They're just breathing, breathing.

And it is annoying, it's off-putting and not a good way,

and it totally detracts.

And I am baffled that Capcom has dropped the ball with this,

because all the other games we've played this season

have had great sound design, great location,

surround sound design placement of enemies.

Sound is essential in horror action shooty games,

and this dropped the ball and I could not believe it.

It is broken, especially with headphones.

And it is-- - I was gonna say,

this seems like very much like a situation where,

I don't doubt for a second that,

'Cause you mentioning this actually reminds me

that other people complained about this.

So you're not alone in this regard at all, but.

- And your sound bar is just in front of you,

you don't have speakers behind you.

- Yeah, I don't have anything behind me, so.

- Yeah, it's just like, when you introduce

more points for audio to come around,

it totally drops the ball, which is just, I'm shocked.

I'm so shocked, because these games have been so good

their sound design, especially the ones in VR, right, which is, sound is essential for VR, and

VR is coming to this game one way or another, in one shape, and we'll talk about that a little

later. - Yeah, I forgot about that completely, actually. - It's, I can't believe it, and I

really hope it gets fixed, because it is, it's baffling. I'm bamboozled and frustrated,

So disappointing.

Max, this is yet another RE Engine game and we're here on next-gen hardware.

Mostly next-gen.

Mostly, yeah, it's on PS4 as well, strangely.

The weird, it's only on next-gen.

And we're making it for PS4, like months later.

Yeah, yeah.

I think, so to talk about the graphics and visuals for a moment, largely I think quite good.

I think this game, I think the HDR in this game was pretty wonk for me.

I don't know if it was the same way for you, but, or maybe it wouldn't be the HDR, but

when I would walk into certain areas, like the lighting would change very abruptly at times.

Did you ever check your ray tracing settings when I talked about that with you?

Did you go and check that?

I did not.

I mean to be honest I didn't do a big deep dive into the visuals this time or a big fine-tuning of my settings

I know I was running performance mode

But I did not really fine-tune anything else other than that. I mean beyond that though

I mean, I think visually everything in this game looked

Very impressive overall like what we've come to expect from the other RE engine games that being said I still don't think we've

Reached like a next-gen

Showcase point with this series yet

And in fact, I would say that village I thought looked better

yeah, and I don't know if that I I imagine that part of that is because of

the genre differences to some degree and I imagine they can make

village look a little bit more

Polished up in certain areas because it's not a third-person shooter and you know, but it was a third-person shooter

Oh, I guess technically.

They can polish it up in certain areas because they don't have to worry about character models and stuff in the first person model.

Again, I know what you mean. I'm just messing with you.

They added that all later, obviously, yes.

But I did think Village looked sharper and stood out to me more, but I did not think that this was a

an ugly game or anything like that.

No, it's pretty.

You know, I'm a big digital foundry person.

I generally watch their videos for big games
that I care about or just games that are interesting.
Wanna see how things perform,
what they recommend and things like that.
So of course I watched the Resident Evil 4 one
and they basically recommended shutting off
chromatic abrasion at launch and playing in performance.
And I'm more and more, as I'm realizing
I'm not capturing everything all the time,
when I capture I generally prefer the resolution
over the frame rate.
But you know, and then I'm not capturing everything,
I'm sitting, you know, eight feet away from the TV.
I always play with the 60, it's not like I'm pixel peeping
on my 55 inch TV, 10 feet away.
And so I was having fun and it feels great,
but I did have ray tracing on,
because in general I like ray tracing.
But there was some sort of, I don't know,
wonkiness where like puddles of water
had this whitish glow around them.
bodies of water would just have this white glow around them.
And when I shot ray tracing off, that went away.
So,
there's just a lot of, or there were,
by the time you're listening to this,
things could have been patched out or fixed.

I know the chromatic abrasion has been fixed in a patch,
but at launch, when I played this game,
'cause I did play much closer to launch,
there's just a lot of graphical issues,
a lot of performance.

It's an uncapped frame rate between 40 and 60,
depending on the options you choose.

You can have Leon's hair be individual strands
and that impacts the frame rate quite a bit.

It's just, it's interesting to see a really struggle
more like this from Capcom lately than other things.

Now, I know there are issues with the other two remakes,
with their ray tracing and implementation and stuff,
and that's more fundamental RE engine
just approach to ray tracing.

But I was a bit surprised that Resident Evil 4,
a bit buggier, and I think that's more of a statement,
or just a sign of the times really.

A lot of modern AAA games are coming in hot,
and not looking and running the best that they could be.

And it's a bummer, just to see it in a game like this,
or any other game, you know.

I'm bummed when I hear and see that games, big, big games, are not running well.

Yeah, you mentioned that games have been coming in a lot hotter lately, and it's really
disappointing

that so many games seem to be kind of launching in this state nowadays.

And more often than not, I feel like you don't see Japanese games come in as rough a shape

compared to games from the West.

So the fact that Resident Evil 4 has even been having some of these problems is frustrating, especially for yourself since you played it there a little bit closer to launch.

But yeah, I don't know.

I didn't have as many of the problems that you're referring to there, fortunately, but again I played it two months later with a couple different patches in tow and stuff like that, with some different settings turned on and stuff.

It's just the state of the industry, unfortunately, at this time.

One of the things, just kind of time capsule wise, like the new Zelda game just came out and before launch the game wasn't running quite smoothly and then apparently during the review period there was a day one patch that tremendously fixed the frame rate minus use of the Ultra Hand and that was great to see in here and that's the Nintendo polish I guess that we should come to expect and I would wager that Final Fantasy 16 is going to run quite well on PS5 from Square Enix.

I mean, I can say that I played that game recently in a preview event and it seemed very highly polished, so I'm very hopeful for that when it releases.

That game also went gold three months ahead of time.

So yeah, I just wish games had the ability to take more time to be released in a polished, running state and unfortunately Resident Evil 4 at launch just wasn't there.

Yeah and I'm kind of curious to see moving forward the clip at which these I mean this kind of winds down our conversation here and I know we're gonna go to talk about legacy here in a moment like we always do but this kind of has me curious to see what the cadence is with future Resident Evil releases because we've been on a pattern here for the past five or six years where there's been a new Resident Evil game almost annually between the two and three remakes, Seven, Village, this. Like, we have been on a string of Resident Evil games here to the point that it would seem like Nine's going to come out next year, but that's almost certainly not going to be

the case, at least not that we know of so far, and based on all the leaks and reports and stuff like

like that it doesn't seem likely to happen. So as this cadence of releases slows down I'm wondering how that's going to impact their quality over time and if they really will kind of go away for a bit and like really do another big revamp here with the series moving forward because it feels like they can go in a lot of different directions. Obviously you know this is the third remake here and we've talked about them remaking 5, 6, Code Veronica. There's other games in the series that people are calling for them to remake next but I think the fact that this game the fact that I was just gonna say the fact that this game did come in a little bit hot and did have some technical problems whereas other games in the series really haven't I think speaks to the fact that they might look to slow down a little bit with some of these games but that obviously remains to be seen I think a big factor in this going forward will be the dropping of ps4 in together I mean they dropped Xbox one clearly but I mean this has got to be the last last gen Resident Evil game I don't think so yeah yeah I would think I don't think like Street Fighter 6 I don't think it's coming to ps4 I think it's next-gen only I think I'll check that but I think Resident Evil is done with last-gen which is good and that can help raise the baseline not having to run on such old hardware I mean gosh the The PS4 was 2013?

I mean. - Yeah.

Yeah, that's when this game runs on that.

- This game runs on that. - Also Street Fighter, Street Fighter VI is on.

It's another situation identical to this game.

PS4 but not Xbox One.

- Okay, so jeez.

So I just, I think that might help,
just pushing to current gen only,
and we'll see that going forward.

I have to imagine that for, you know,
whatever Resident Evil 9 is in the next remake,
like we're just, we're done with the,
I think seventh generation is what PS4 falls under,
so hopefully that helps.

- I hate the generation numbers.

It's always goofy to me.

Anyway, continue.

Anytime I hear people say like,
ninth generation hardware, I'm like, shut up nerd,
just call it the PS5 and Xbox series X generation
or whatever, because then you get people like,

"Well what about the Switch? Where does that go?"

It's like, "I don't care. Nintendo's kinda off in a corner doing their own thing. Who cares?"

I apologize, the PS4 is the 8th generation of consoles.

See, I was right. I knew everybody was calling this the 9th generation.

Well, 8th. Oh yeah, PS5 is 9th.

PS5, I should say, yeah.

"Max, what's this game..."

I mean, this is such a bizarre, bizarre question to even ask in a lot of ways,
but what is this game's legacy?

I think you and I have different answers.

So the first thing I want to say is a reminder that a VR something is to come of this game.

But we do not know what that is.

Capcom has not said it's the full game front to back in VR like they did with Village.

They just said VR is coming and it's a development apparently started rather close to this game's

original release.

So we won't see anything from that.

I still think it's just going to be the shooting gallery.

That's my guess.

Because they haven't said, I wouldn't be surprised,

and I'm not expecting the full game

until Capcom says something.

You know, we may actually, maybe we get a tease of it,

just conceptually or see something here

at a new PlayStation showcase at the end of May of '23,

but who knows?

If development did truly just start, probably not.

So that is one thing, like a pending part of its legacy

to have this game change once again

into some different format,

curious, say if it is the full game, how I'll feel about it under those types of

mechanics. So we'll see. But for me it's a game that is shackled by the legacy of

the original game and I think that those shackles have kind of restricted this

new remake potential here in the year of our Lord 2023. I just think the game is

ultimately stiff and it doesn't have the luxury of being a classic game, having

age to hide behind it and I think those flaws are more present. If age was makeup

it's not, it can't hide behind anything because it's, it's this shiny new fancy

schmancy PS5 game and I'm bummed that I was this frustrated at times with it

because this game in general is a fun game and bums me out a little bit so I

think that's its legacy though is it I think it parts of it buckled under the

weight of its predecessor this is a side tangent but I would be fascinated to hear what you would also think about the Dead Space remake that came out this year which I have not played I have another but I don't like the original but you but yeah once again like and I'm curious if you would have these same complaints because I mean based on everything I've seen it's mechanically gonna be the very the same thing as this one you know where a lot of the mechanics are the same across the two okay the two the remakes in the original game but the visuals have been overhauled and things like that so I mean I haven't played Dead Space in a very long time and also the plasma cutter is just a better gun than anything Leon uses period in the game so different mechanics and stuff like that anyway my I mean

I have not really staunchly said this in the episode. We've kind of gone back and forth here throughout the entire

episode here, you know, presenting different things, but I just, I just staunchly disagree with like almost everything you've brought up in this episode.

That stopped me discrediting your opinion or anything like that. I just like vehemently like disagree like to a T with almost everything you have said about the game. My take, legacy takeaway for this one is that like this is

The version of the game to play like I know it is it for the past 10 15 years

It has been going an ongoing joke of like Oh Resident Evil 4 is on everything. They keep pouring it to everything

Haha, yeah, you can like throw that version in the dumpster now like there's absolutely no reason to ever play that game ever

Again in my mind and I that this is different for me in the sense

I know we didn't do it with this season. But like I feel differently about that because

I would say by comparison like like if we had more time or not even if that we had more time

But like if I guess if we did have more time than like we could go back

You know player original

Resident Evil 2 and original Resident Evil 3 and I think there's more merit to revisiting those games nowadays because they are

So much more different from the remakes that we got a couple years ago

this though this remake of 4 is so similar to

the original but just drastically improved in every way between mechanics and storytelling and character work and

Visuals and like there's just I don't see a reason to ever play

original Resident Evil 4 ever again in a million years like

It's just I mean other than like just we're wanting to revisit it for the heck of it

Like if you're looking for an enjoyable

Resident Evil 4

Experience there's just that yeah, there's really not much reason to ever go back to that game, and I'm sure some people will

Completely disagree with me on on that point, but that's just I don't know I think this remake is

Truly truly top tier stuff. I think that's kind of the differentiating

Sigh like for how we both feel you're it's so close to the original

But you think it's improved in all these ways, and I think it's so close to the original but not improved in these ways

based off our experiences and I just think you're wanting a different game like you're you're talking about like

But but the two but the two remake and the three remake like mechanically or wildly different than the originals

And I know that we didn't play those but but but what are they similar to they're more similar to four

Like that is yeah, because they're all based off that that's yeah, that's that's that's that's that's kind of the template here

So now we've gone full circle where the remakes were kind of mirroring the style of four, five, and six,

specifically four because they were less action-oriented. Obviously four is action-oriented,

but they're not as off-the-rails action-oriented as five and six were. So we've now kind of gone full circle

that we're now remaking the game that influenced the previous remakes and stuff like that.

So I just I yeah, I just wish they'd taken a step further and elevated it.

I don't want backflipping. I don't want the mechanics of six in this game.

I don't see I didn't know what six had in store for me at the time writing this but like

God it would have been way more fun if you could just

actually move in this environment instead of just

Stomp your way around. Oh, I don't know. I think it'd break the game

Sometimes you gotta break the game. No, no your solid twin snakes taught me that

Max before you launch into our final spiel here of the episode. I did want to chime in with one

kind of a wrap-up thing for this whole season and that's just

Resident Evil as a whole. Yeah, we didn't do that. Your thoughts on the entire

franchise now that you've played everything. We have now played the same

number of Resident Evil games. We came into this season as me being the expert

and you being the novice. You've played all of these games. Just, I mean, very

broadly, like, what are your takeaways from having played all of these games?

How are you feeling? Just, what's your thoughts now that we're here at the

finish line. I'm so glad we did this season. Oh my gosh Resident Evil is now

one of my favorite you know series to be playing to have I'm so excited for the

future of this franchise. It has opened my eyes to what I've been missing out on

for decades now and I'm I'm happy we did it I'm happy I own all these games I'm

I'm excited to play more of them.

It is such a diverse series,

and it's so flexible too.

It can be straight horror, you know, horror survivor.

It can be action horror.

It can be flat out co-op action bonkers over the topness.

It is dynamic in a way that I don't think

most series have been.

This, Resident Evil is truly adaptable,
and it's had to be, right, to stay relevant
and influence the video game industry as a whole,
from the first Resident Evil being so,
you know, one to two, being such a big standout pop,
and then we've got four changing everything,
and then seven coming in and kind of revitalizing the series.
Then the technology underlying it
throughout all these years,
it's always been a series that's been pushing things forward.
And sometimes that's to a detriment
and sometimes that's to industry-wide success
and prestige and acclaim.
And I'm happy to know that about it
and have experienced it and be able to have a say in it
from a real place of understanding.
And so I love it and three is still the best.
I'm really excited that, I'm gonna ignore your final mention there, but I'm really excited
that you've played all these now and that you can look forward to the future games alongside
me. It's always fun when they reveal a new one.
Yeah, like I'm gonna pop up when I see Old Man Chris with a cane.
Yes, Jill with a walker beating down the next wave of mole boys in Resident Evil 9.
It's the past you have been very fun to look forward to like.
Yeah, it's been as somebody who has loved these games for such a long time.
It feels like we're still in.
I'm still having a fever dream where we rattled off like five or six great Resident Evil games
in a row here.

So hopefully they can keep up the momentum because clearly this series is not going away whatsoever.

In fact, it's bigger than ever, which I mentioned, uh, in our last episode, it's, I mean, for remake has brought new found.

A claim and commercial success to this series that it has not, I mean, maybe not commercial success or critical success, but, uh, commercially the series is doing better than it ever has before.

So this isn't slowing down and, uh, now I'm glad you're, you're on, you're on And you're on this evolving Resident Evil train with myself and the rest of the fanbase now.

Just like the train in Resident Evil Zero, another top tier game in the series.

Just like that.

Excellent.

Well, I think that does it for both Resident Evil 4 Remake and Season 5 here on Chapter Select for Resident Evil before I wrap up a little housekeeping for Chapter Select.

Normally, traditionally, right a week after the season ends,

I post a big behind the scenes blog post

and now audio episode exploring how this season

came to be and the production behind it all.

This season five behind the scenes is gonna be delayed

a little bit toward the end of June

and the reason for that is some stuff I talk about there

is a surprise and we've got an announcement coming

at the end of June for season six

and kind of where we're going with this program.

And some of that ties into the behind the scenes

that directly went into Resident Evil here.

So look forward to that coming into your feed
and on maxfrequency.net here in a few weeks.

You'll all be notified when that happens.

But we do have season six actually like halfway done already.

So look forward to that in the back half of this year
and we'll announce it at the end of June.

super stoked to be playing this series with Logan.

This is another, I'd say stone cold classic.

And I'm excited to tell everyone finally,
we've been working on this for a long time,
this particular season, and it's gonna be exciting.

- I mean, yeah, not to say too much,
but we've got plans for not only season six,
but seven and eight are ongoing
behind the scenes right now too.

So we've got a lot of other chapter select stuff
coming at you over the next year and a half.

- Yep, we're booking it, man.

And it's exciting times.

When we sat down and kinda ironed out
where we wanted to go with seven,
and ultimately season eight, it was, you know,
just like when we decided on doing Resident Evil,
it's kinda lit a fire under us,
and I think we're both amped for what we're playing
and where we're going next with the show.

So look forward to the season six announcement

here in a few weeks at the end of June.

But as for the rest of this show,

thank you so much for listening.

If you'd like, you can find all our other seasons
right here.

You can go to chapterselect.com

or you can follow us @chapterselect.

We will be doing a Fast 10 episode,
but we're not watching the movie opening weekend.

A lot of other stuff's going on.

I bought a house actually day of recording today,
and I'll be out of town for a wedding,
and Logan's busy too.

So when we watch the movie, we will come together
and do our Fast 10 episode for season four,
so don't worry, we're still doing that.

But you can check out our other seasons, like I said.

You can follow Logan on Twitter @moreman12
and his writing over at comicbook.com.

You can find my work over at maxfrequency.net
and my other podcast, the Max Frequency Podcast.

Logan was actually the last guest on it,
as of this recording.

We did our E3 predictions, which are gonna start,
we're gonna see how we land here,
with Sony actually next week.

So we'll see what happens.

So you can go check that show out as well.

But thank you all so much for listening.

And until next time, adios.

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 this season,

go to chapterselect.com/seasonfive.

Follow the show @ChapterSelect and check out previous seasons at chapterselect.com