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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 we are covering the Pokemon franchise.

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

Hi Logan.

Bonjour Max.

C'est va?

Oui?

Je m'appelle?

I don't know.

I did not take French.

If you say "ce va" it's like saying "how are you" and you can respond by saying "ce va".

Oh, c'est va, c'est va.

That's the conversation.

That's the whole thing.

I could have had a conversation in French.

Did you take French in high school?

Yeah I did.

Yeah, that's about all I remember.

That's about all I remember of it though.

Isn't saying like my name is like "J'aime L'Appelle"?

It's "J'aime L'Appelle".

Well Eloise thinks it's "J'aime L'Appelle".

What is she watching "Moozy"?

I shout that and "J'aime Quièce" at her.

What are you speaking French to the little baby for?

I accuse her of crimes.

You accuse her of crimes in French?

Sure why not?

I think it's fun.

It's a fun word to say.

"J'aime Quièce".

Any point?

Phoenix Wright style?

That's pretty great.

I'm getting some insight into your parenting here.

Yeah.

There was a phase I watched Lupin on Netflix which is about a French thief and it's in French so I watched it.

Isn't that star Idris Elba?

No.

Well.

Oh that's Luther that I'm thinking of.

Yes I think that is what you're thinking.

Not Lupin.

Lupin is a show about a French thief and so I watched the first season was totally captivated by it.

It's all in French and so for like a week I was just walking around our house with a French accent talking to Abby she got very annoyed with me but it was fun so I learned to you know "J'aime Quièce".

It's good stuff.

It's fun.

If you could not tell from this discussion here this week we're talking about Pokemon X and Y which have ties to France which we'll get into in a bit with our guests that we have on this episode which is our old buddy Tomas Franzisi who will be joining us in a moment.

Before Tomas comes in though Max why don't you tell the fine folks who want to get more chapter select content what they can do.

Well they can sign up for super chapter select then go over to [listeningwithsuperpower](#).

[com](#) and check out super chapter select which is longer episodes where we talk to Tomas about some.

Logan and Tomas kind of talk a little bit about their video game journalist experiences in the pre-show for this episode but longer episodes exclusive episodes and bonus videos like for our season here on Pokemon where we fight each other and Pokemon battles in every single game and I've actually originally it was like gonna be a hit list but we've managed to play every single Pokemon game but now we're getting into the tricky ones with black and white left because those require us to use fan servers to battle because those servers have been shut down so that will be interesting but we battle in each game so you can head over to [listeningwithsuperpower](#).

[com](#) and find out more and sign up.

Thank you Max.

Yeah so let's talk about Pokemon X and Y we're going to do our rundown here as we always do at the start of every episode so for Pokemon X and Y Max did you know that these games were developed by Game Freak?

I did not.

Real departure for the Pokemon series here these were the first two games in the series that came to the Nintendo 3ds they launched on October 12th 2013 the game director is somebody that we have become quite familiar with it is Junichi Masuda the producers on this game were Hitoshi Yamagami, Shusaki Igami, Takado Utsunomiya?

Yeah that's right there's an M before the Y there I butchered that one I'm sorry and Junichi Masuda the music was done by Shota Kageyama, Minako Adachi, Hitomi Sato and Junichi Masuda the Metacritic score on this one for you have them listed individually here Y was an 88 out of 100 and 87 out of 100 was for X.

I think it's one of the first ones I've seen that have been different by a point I have no idea what.

I feel like they have been different at other times as well maybe we just haven't.

I feel like calling it out but it's it's the 10 year anniversary of this game which feels absurd to me you know it yeah turn 10.

I was gonna say this is actually like coming up here in a couple weeks that were since from the date we're recording this it will have been 10 years and that's crazy yeah these feel newer way newer in my head than they are it's just I think it's the 3d of it and being on the 3ds which just

died not terribly long ago yeah the 3ds still feels like I don't want to say new because it's obviously been around for quite some time.

I mean the eShop just shut down for it so yeah I still feel like in my mind both the 3ds and Vita are not that old and I guess in some senses like they aren't but I don't know man the past everything college and post college has just been a blur it's been very strange um but yeah let's let's let's open things up and talk about Pokemon X and Y just a bit more here and to do that let's bring in our guest Tomas thank you so much for joining us for chapter select this time awesome thank you so much for having me you have been on the show before I was gonna say I should have said thank thank you for coming back to the show yeah anybody who's been listening since season one we've been doing this a long time you did Paper Mario Color Splash with us previously and now you're back to to Pokemon X and Y before we started recording Max pointed out that it's very funny you always come back for some of the more odd entries in each of these respective series yeah yeah you know I mean I I always like when games and game hardware and stuff does weird and interesting things like I find I just find that very captivating so I'm kind of attracted to like the the weird I think what's interesting with this and we'll obviously we'll do what we always do here which is kind of talk about our own histories with this game and for you just you can talk about your own history with Pokemon but I know when we started doing this season we reached out to you and asked you which one you would want to be on and you're like oh X and Y for sure so I'm definitely curious why yes I'm definitely curious why you wanted to play these games out of all of them and like what's what like I said what your own history with it is yeah so if you couldn't already tell I like X and Y a lot actually I have over 200 hours I checked the activity log on my 3ds that I've spent across playing X and Y multiple playthroughs I these games came out when I was a freshman in high school and I played Pokemon since I was like super little but X and Y is the first Pokemon game I remember really actively like following the the news cycle for looking forward to and it was kind of the point where I noticed like oh I'm like invested in following this series going forward and I'm a huge 3ds fan played it at launch and I really like it it's definitely janky because it was their first foray into 3d and a lot of stuff isn't perfect but I kind of like it's rough edges I like that it's 3d but still retains some of the elements of like the the 2d games and I think they're they kind of just get down to like the the the core of what a Pokemon game is and if you're you're cool with that you'll enjoy them it's definitely a downgrade from like black 2 and white 2 like they're following some of like the best games in the series so like I get why like when you go from that to this it's kind of like oh what what are they doing but I if you look at the games for what they are I think that you can enjoy them max what about I mean I know where you're at you've never played these before and you know that's not true oh wait that's right when you restarted you said you were like the seventh or eighth gym or something I was apparently like story wise getting ready to go off to fight Team Flair basically so I was like close to the end that part's clunky anyway I so listeners have been following along this season will know that I you know I played blue and then wasn't allowed to play Pokemon until 13 which would have been my diamond would be diamond and pearl for me so Tomas X and Y for you at around 13 my game was diamond and pearl and so I was in but then for some reason I just didn't play another Pokemon game I didn't play I didn't get hard gold soul silver I didn't do black and white black white too but then X and Y was coming out and something in my brain went oh it's in 3d now that's really cool it looks like Pokemon Stadium and I was really drawn to that and I at that time they also were putting the virtual console games I think on the 3ds as well so you could play blue and red and yellow and I was like that's really cool I'm gonna I'm gonna play Pokemon X and Y this will be great and I I like I was enjoying it and I remember you know there was Charizard and Bulbasaur so it's appealing to this nostalgia that I have and little experience with the much else yeah it's the the first encounter is always a Pidgey on the first route when you you walk up to it so they this was definitely the first time I think like they were like hey gen 1 fans like come back please yeah and it worked but you know what I couldn't I don't remember a thing about this game I was shocked at how far I got in the game when I did boot up my save to ultimately wipe it I did pull out all the Pokemon I had and put him in Pokebank

but I was like some 15 to 20 hours in and I just stopped playing I don't I couldn't tell you why I don't remember getting this far I was shocked I could tell you why cuz this game is not very good don't know Tomás thinks it's good he's just too much we can talk about it here I mean hey I didn't like I didn't I don't like diamond pearl that much and I played those games a lot well so you guys wait did you guys not play platinum that's like the objective right choice I think I played like half a playthrough of platinum or something like that as a kid I played I played diamond and platinum and I have regretted selling those ever since for the show we just did brilliant diamond shining pearl because those were the most excessive this house so the fun anecdote unrelated but about Pokemon platinum I still remember going to get Pokemon platinum in the target getting the last copy they had and then as my dad and I were walking out of the store there was like this like so for reference I'm also like like nine or ten at the time or whatever there's like this girl who's even younger than me who's like walking in with her mom like I'm so excited to get Pokemon platinum and I knew I had the last copy you should have taunted her she really has to suck kid time to go to another store yeah I think I'll have that copy so good for you so I don't think this game is very good but I do have like a certain fondness for this game and it's mainly just be associated it's it's tied to what I associate it with which is Grant Callahan our friend of the show who has been on these an ultrasound ultra me an episode so yeah okay okay no no I can't keep track of everything between our other show which is also like sort of dead but not really I don't know anyway this game came out the year that you and I graduated high school max 2013 and so we were this was when we were in freshman in college mm-hmm and I remember this was coming out and it was coming down to 3ds and growing up our whole lives me and Grant were big Pokemon players and he was going to college in Tennessee and I was still at home in Indiana and I was like hey I will come down when Pokemon X and Y comes out and we'll get it together and we'll like play it and experience this all together and so I went down and I visited him at college and I stayed in his dorm for like three or four days or something like that and like the first night I got there I think Pokemon X and Y came out and like we went to Walmart at midnight and got it and then we stayed up all night playing it and like all day the next day we just said we just sat around and played Pokemon X and Y all weekend and that was fun and I remember that and since then I played through the game one other time and I have no memories whatsoever of that playthrough like I don't know when it happened or I don't I don't know I couldn't tell you a single thing about that second playthrough of the game that I had I just know that I did do a second playthrough at some point because my save data still exists on that file.

That's so interesting because like I mean I like I played it way more than either of you have obviously but so like I know a lot of the game like from memory where I'm like oh I'm coming up on that part but even when I was replaying it I allowed myself to like explore a little bit more which I definitely haven't done in the previous couple like run-throughs of it that I did I kind of just like mainlined it but when I was playing through it for this I was kind of like oh I'll go like deeper into these caves and different stuff and there wasn't anything to like mind-blowing in any of those but it was just kind of cool to be like have some unfamiliar element even though I knew like the general emotions the the game was going through.

Yeah I remember like the Pokemon in these games but I mean coming into this playthrough that we did this time around I had total amnesia to like everything else the gym leaders, Elite Four, the champion like pretty much all of those things and I feel like the only reason I retained like the Pokemon in this generation is just because you know they appear in the later games and stuff like that and so you kind of continue to see them and you're continue to be familiar with them.

Other than that- How could you forget the girl on roller skates they make you fight three times in a row?

Oh my gosh.

I wrote that down for sure.

So I wouldn't forget her.

I have big issues with Lucario girl.

I think the reason that yeah I just did not remember anything about this game is because I think there's nothing really to remember.

There are no singular moments in this game that I think of.

There's nothing really that stands out to me.

Like I think this is this is the most milk toast Pokemon game I think in the entire series and out of all of the ones that we've played so far this season Magix which is pretty much all of them.

We have only I mean to give you context Tomas we have only not played black and white in black and white too so those are the last two we're playing.

So we're at the end of the season here and how you say through all of them.

You're ending on the good ones like as a heads up.

Yeah I'm very excited.

We realized we went through probably a little bit of a rough patch here because we've played this one and Diamond and Pearl back to back.

Again I don't think any of these games are like truly horrible but I think most people would consider like Diamond and Pearl and X and Y kind of like the downward alert like the lower leveled entries in the series for sure.

So yeah coming back on black and white we're excited to do those.

But yeah I just I don't know I don't think there's anything about this game that stands out in my mind whatsoever other than the sort of like running around with friends aspect of it but I hate that passionately.

It's I think this game is almost most important for like the historical significance where it was the start of like Pokemon in 3D obviously but I also think a lot of the issues that Pokemon has never been able to shake off since started here like the poor frame rate and like never giving things quite right in 3D like those are issues it has here but I almost don't hold it against the game that much because it's issues the series like still has.

So I think it's just kind of like Game Freak's approach to 3D design and it's definitely flawed and I get like why you wouldn't like it but I think it's a very interesting game to look back to because it's kind of the the state Pokemon's been stuck in for a decade.

Well let's let's stick with that because I'm curious to hear I think if Max and I talk more about it we're just gonna be like I don't like this and I don't like this.

So I would like to hear more- That's not entirely true on my side.

Well I would like to hear more from Tomas about what the aspects are that he thinks is interesting in this game and maybe we can go from there and talk about like what we like or dislike about those things.

Uh sure so as as I mentioned briefly I do like that it's still kind of a 2D style adventure in 3D.

The graphics are rough but actually I like the chibi style this game goes for more than like the realistic proportions of like Sun and Moon, Scarlet Violet, uh- There there are some wacky proportions in this game.

Oh yes yeah it is weird like you can tell it's the first time but I kind of liked when Brilliant, Diamond and Shining Pearl went back to that.

I actually like Kalos as a region.

Um can feel a little bit disjointed at times but I think it had has some interesting history that you go through.

It's it's it takes advantage of the being in 3D by like adding a bit more depth to some of the areas you're exploring.

It's got a good batch of Pokemon.

I think it's like one of the stronger modern batches of Pokemon and you and it's also like I the story is so bad it's good for me I think where like when you when you get Lysandre uh like waxing poetic like it just kind of makes me uh you know he puts a smile on my face and honestly the I mean spoilers but the twist with like around Geosynch town and that whole route being uh Graves.

Yeah.

Like really I remember shocking me the first time through so that's why I disagree with like that there's no memorable moments because I actually do remember you know like exploring Lumiose City for the first time like finding that out about like the Geosynch area for the first time so I think this game has a lot of cool areas that and Pokemon that it kind of like presents to the player but it it's can sometimes struggle to like pace it well or stitch it all together but I think it's it's it's kind of also a comfort game for me at this point where like I can look past the flaws because I played it early enough in my life and like know what to expect and when where I can you know run through this game once every few years and have a have a good time with it and it's it's not like the the best game like objectively in the series or anything by far but I think it's just really cool because it was it was a very important game for the series it's cool to see them experimenting and I think there's some memorable like locations and I don't other thing kind of a tangent I think Lumiose City is still the most city feeling area that they've done in a game like Scarlet and Violet kind of started to get back there but it's it's one of the few Pokemon areas where they say it's a city and I'm kind of like oh this is like an actual city that I can go through.

I have some responses to some of the things you've said here I don't think this I'll say this on because I know I've been coming and saying this is one of the worst I don't think there are truly like all horrible things in this game I actually like mega evolutions quite a bit I think those are cool I'm sure we'll talk about them more I think my issue you talked about how you think Kalos is one of the more unique regions I think my biggest problem with Kalos is just like every Pokemon game I mean with the exception I guess of maybe like Sun and Moon but even then Kalos is too on the nose with what it's inspired by it's like oh by the way did you know that this

is supposed to be France like every Pokemon region is kind of inspired by a real world area but they're often they they aren't is on the nose with it is I feel like Kalos is where it's like oh yeah coffee shops and there's an Eiffel Tower gym yeah this is France did you know that yeah once Pokemon regions left Japan I think that became an issue like I think that's black and white through scarlet and violet it's kind of like oh it's based on this area but yeah I definitely see that in this game where they're like we have like the Eiffel Tower and the the Louvre and these museums yes yeah yeah it's a little bit too on the nose in that manner and I think it's more so than again some of the other games are pretty obvious like Sword and Shield is inspired by what Britain um England and then obviously Sun and Moon is like Hawaii but Sun and Moon you can almost chalk up to just being like any sort of island nation um this is the only one where I feel like it's just it's extremely apparent that it's like you're in Paris yeah black and black uh Unova is very obviously uh like the U.

S.

when you play it yes it's supposed to be New York right they traveled there for New York yes yeah they they take parts from like around the country but yeah generally like it's that like how this one's kind of centered around their version of Paris that one's centered around like a version of New York yeah some of the environments stick out of my mind in this game I like there's some paths I don't know the route numbers which I think might possibly be an issue just for me but there's like places where the leaves are falling and then it's fall there's like a sense of seasons and time and space in this game that I don't think other games in the series so far have had like where it feels dynamic in a way not that it's changing while you're playing but each area feels like a part of an you know an English or French countryside it's and then you know you got the coast and you've got the these mountainous region over here it is a map that I can roughly divide out in my brain and that's because the game divides it out for you with Lumios right in the middle I do think it's actually fairly easy to remember compared to us playing Ultra Sun and Moon where it was like what island is this town on and you have to zoom in and out and I do think the map overall is fairly navigable and you know Lumiose City is pretty impressive from a tech I think from a technical perspective on the 3DS it's pretty big it's full full 3D which in 2013 on the 3DS was you know quite ambitious I just my real problem with Lumios is I don't know how to navigate it that's the thing okay it's really obtuse how do you get around this city the key the taxis are expensive yeah so yeah two things one use the taxi if you really don't know where you go and then the other thing is Lumios is basically a circle it's three rings connected so if you don't know where you are just start walking in one direction until you get somewhere you know where you are and you can reorient yourself like that it's I'll admit that also took me a while to like get the hang of but if you basically keep looping the city you'll you'll kind of get a better sense of space but I mean you could also argue that that's meant to reflect what it's like in an actual city you know I totally don't know where I'm going and you can and I don't know if you guys did the post game stuff with Looker but that is like a mystery element story thing that's set in Lumios and that brings you into a lot of the back alleys and different stuff so when you play that you kind of like get a better feeling for the city and like how to navigate it and then that makes like subsequent playthroughs better that doesn't forgive kind of the poor design but I do also appreciate that the for the most part the game's always kind of just like oh you can just kind of go left like there's only I think like nascar team flair yeah yeah yeah I think it's only in when it tells you to go to like the team flair cafe if you don't know what to look for like that that's a little confusing yeah but but other than but they also put a team flair person standing outside of it so it helps yeah so I think that's the it's it's very I think it's the one of the most grand feeling Pokemon cities and that comes with the downsides as like it they didn't necessarily nail like the intuitiveness of like city planning yet I um but I just think it's very impressive for the time yeah I just think if there was a map that I could summon at will instead of oh definitely there is one in the top corner or whatever but like that only shows up when you enter north or south ring or leave a building like if I could have just pulled up a map of the ring that maybe showed where I was and then maybe just very big key landmark or



maybe just route exits or something I feel like that would help a ton yeah if they ever remake these games they should do that and then also give you kind of like stamps to leave so especially if you find one of those back alleys or like a cafe or like restaurant you want to fight into a grind or whatever you can kind of like mark it and know know where you are and also put different textures on the building so that they don't all look the same that was what I was gonna say like my biggest problem is just that it looks too samey around every corner of that city every building looks the same until you get up close to it and you're like wait which one is this and you like read the sign you're like oh okay this is this like every every shop every every coffee shop like they all look so similar and I know there's like what stars above some of them and stuff like that or I think right some of the different yeah coffee shops or restaurants that you can go to yeah but I think it just looks so similar like in all the different corners so yeah a map would have been helpful in just more colors it's so it's such a it's so white in that city I think that's that's where it exposes like that it was it was their first time doing something like that and it's on like the 30s in 2013 where I think they were kind of just like oh we'd rather just like make the important buildings look distinct and then kind of like yeah copy paste the buildings for everything else and I do think generally for like what will you need to do in the story like it's easy to tell where you need to go in the story maybe I'm not the best person to speak to that because I'm more familiar with it but but yeah I definitely if you want to like sink your teeth in and actually like explore the city like you can get lost but it's whether or not you think that's like a good thing that's representative of like exploring a big unfamiliar city I wanted to ask you this max because I know we're kind of you you talked about how Lumiose City like you were impressed with how that was able to run on 3ds what did you think about the rest of the game in terms of performance though because I know we've talked about this with the other the other 3ds games and you're like oh the performance is really bad I'm like well I'm pretty sure like x and y is like worse it's yeah and in some ways it is at all in some ways it is and in some ways it isn't I think all the 3ds games are actually a pretty equal parity in terms of rough performance yeah in battles definitely like all the 3ds games are pretty bad like and I had a floragus who could do like oh you don't need to both grassy terrain yeah I think wait was that one that one might have been named max roberts wait no that no that was that was never mind that wasn't um whenever I any sort of terrain would show up which was like a new mechanic this game introduced like the frame rate dropped to like 10 a second and then when if you use a move that has a ton of particle effects like this was definitely where you know kind of the like uh all of the technical experience that they had spent years crafting like black and white 2 is like an outstanding looking game for like the Nintendo DS in 2012 and then you can you can tell it's their first time in tv in 3d because it's not optimized and even as someone who enjoys the game like I still replay it and go like oh this like does not run well at all but it's just interesting to see like a first outing like that and you you see where they they still have room to improve and and they still have room to improve in 2023 in terms of performance and visuals that's what I meant earlier what I said it's kind of was I consider x and y kind of the start of like the modern era for pokemon because it's like yeah because yeah every game since x and y has like been like x and y in some way and in strengths and weaknesses so I it makes this I think like even if it's like a pretty divisive game like it's pretty important I this game doesn't run the best and that's not a terrible surprise given the other two 3ds games that we've played just given our order of this particular season but I think why I appreciate it a little bit more here is they really went for it there was I feel it almost feels like game freak felt like sky's the limit with 3d potential here the camera is not always but it does these dynamic swinging swooping motions like you'll walk through a city or you'll walk on a route and the camera will just suddenly go from that top down perspective that we've seen for you know decades at this point pull down and move and shift and show there's actual depth and dimension to this world which really made it feel alive in a way and super cool.

It was the first time the series was able to do that and it feels good still you know because alpha sapphire omega ruby pretty much all top down perspective except if you do the latios

latias like flying over the world then you then you get a 3d navigation perspective and then ultra sun and ultra moon don't really do too much with a sweeping camera perspective.

But I'd even say that like I think the alola games did it a bit better where like those games kind of you could see them finding their footing in x and y so then like pokemon's very iterative so then like in sun and moon you could kind of like it really kind of felt like you were following every step on these islands and fully exploring them.

Oh yeah no they definitely figured it out.

And I think that was that was so once again that's like where it's interesting to see this is like the start of the modern era because you see all these like imperfections that they would like go on to either keeper or fine and like every entry that followed.

And then they made the jump to the switch and it all went back down again.

Yeah.

I want to talk about I mentioned before how I feel like this is like such a formulaic game in so many ways and that's kind of one of my issues with it and I want to talk about that because we've touched on these things all over the course of the whole season how there's always like the same arcs in all the pokemon games there's the champion arc go to all the gyms defeat the elite four become the champion there's the the evil team arc and then there's sort of the legendary pokemon arc and I feel like one of my biggest problems with this game is how all of these arcs like intersect.

It is it is the quintessential pokemon game in like format like so I don't mean quintessential in like best I mean it's like if you want to say like what elements make up a pokemon game like it has all of them and I think they did that because they kind of needed that base when they were building in 3D they had to kind of be like okay what's the absolute basic like formula that makes a pokemon game let's do that in 3D and test all of these things so yeah that's definitely a fair assessment where it's like it's very much the like follows the same pacing you fight the big team and legendary after the seventh gym badge yeah and stuff where it's like it's it's definitely very like generic in that way because it was I and I think that's because it was their first outing in 3D so they stuck to what they knew we're obviously like playing all of them back to back to back to back you like kind of notice like everything yeah yeah they try to do some like different things especially well the one I guess additional storyline in all these games is usually centered around like your rival and they kind of try to do something new here in this sense where it's like what if you had like four rivals but they were all like your friends and they all had different goals and ambitions and but then they don't fully explore it I wish I wish those challenged with those I wish it did something that we didn't really get until scarlet and violet which is like give you different routes to pursue like I think it would have been interesting if it was kind of like oh you can go and like follow Serena's rival path for like the traditional gym leaders and champion if you wanted like catch pokemon you can like follow like Trevor's path and then if you want to do some like dancing mini game or whatever you follow I was gonna say one of them is just literally yeah I want to catch pokemon that dance it's like it's just like I'm here to have a good time and that's that's yeah and then oh yeah and one thing kind of and I think the game almost could have done that because one thing I do want to note this game is the one that introduced finally you get experience for catching a pokemon which I love because that encourages you to catch them all finally this was like this is the first pokemon game where I feel like there's like a good reason to go out and try to catch as much as you want like at this point on this playthrough I really wasn't but I know in like my first couple playthroughs on pretty much every pokemon game since like I do actively like catch as many as I can on the the first run now because it gives you that feedback reward and we can talk

about how this game handles like its level cap and experience but like it's it is good that like that aspect of the game feeds back into it and I wish the rivals kind of did more and you can't name them either which is weird where I remember joking with my brother this is so the game came out in 2013 and I remember joking that we wanted to name them after One Direction back then and then we were like disappointed when the game came out and we were like oh we can't like be what did you have them call you I need to know this for both of you god I forget what they call me um I have the 3ds here Shauna might come out and speak to me afterwards my name is Max Frequent um I had that I had them podcast I had them call I sent this to Max I had them call me Big Donger and so the whole game they're like hey Big Donger let's fight I don't know why I'm I'm for an early 12 years old I chose one of the pre-selected names uh oh my gosh you're uninvented yeah okay one sec I'm about to see what they call me I chose Ma-maister because I didn't know it was gonna have a stutter every time the thing oh you know what my nickname is I forgot about this joke uh content hey content yeah content that parade was so great so yeah um yeah I mean I think that's fun like I do I do like the idea like Shauna I think's the one they develop the most where it's kind of like uh like you can you can pick nitpick the quality of the writing but we're like I see what they were going for it's where it's like oh we want you to have this group of friends that you're like on a journey with um and they don't execute that perfectly like at all and I still don't think any Pokemon game really has um I think I think it's a very interesting idea to kind of see those character arcs and how they evolve over the course of the journey and how they they all are kind of pursuing different things so once again I'd love to see a remake of this that like fleshes those things out and was kind of like hey let's let's give you different paths connected to all these people so there's like a bit more depth to that journey it feels it reminded me I wrote down this like group of friends angle is very Mega Man battle network slash persona it feels like they obviously Pokemon's RPG series people you know call it you know kids first RPG or whatever but it to me strikes me as inspiration from other RPG franchises of having a human party essentially not that you're actually picking these people and you know doing things with them per se except I guess at very specific story points where you'll either battle them or they'll fight with you against a villain but it it struck me as them trying to tell a story and I understand my understanding of black and white and black and white too is there's a pretty good story there so I don't want to but I don't really know what's going on so I can't speak to that but this I just one character that's written very well and they're talking about are you talking about n yeah and and has like three good dialogue exchanges that everybody loves okay well I'll just say I booted up black the other day to prepare for that and like I forgot how that opening cut scene is and I'm like oh okay this this game like the opening video that plays before the game yeah and I was like okay this is I forgot how this game is this is good um it's it's just got a much more distinct vibe black and white starts very slow this game I do feel gets like pretty into it fairly quickly I think you're I I think you're I don't totally disagree with that one I can't I can't back to that one at all I mean you do get I will log up front I do think you get your Pokemon very quickly and you are kind of off and running that's that's what I mean but I mean it's there's there's that huge gap between the first and second gym that's yes that's what you're talking about like from Jim that I do know and then there's a big jab from two to three as well by the time I got to the third gym I think my Pokemon had already like leveled up further I think my starter was at its final form by the third gym I was like oh my this is weird yeah so this this is a thing that I also think was an issue in sword and shield where it feels like they put a ton of work into developing the paths to the first three gyms and then after that are like oh we got to finish the game and then go like four five six seven eight uh really fast um and so yeah you definitely feel that in this game like I remember uh like my first playthrough it took me like 12 hours to get the first two badges and I remember being like oh wow like is it going to take this long it's a hundred hour video game yeah and it's like it's like no not really once once you get back to Lumios it's kind of like oh now you're getting them in in rapid succession so yeah I agree there are pacing issues there I just mean in terms of like being able being handed a Pokemon uh there's a bit of back and forth throughout one which is kind of weird with no Pokemon encounters but like once they kind of send you towards the first badge you can pretty quickly start like fighting and catching

things sure yeah it is it's it feels a little it felt like it lacked fanfare though like you just go to a table with these four strangers that you've never met and they're like oh this professor in a city just wants you to have a Pokemon here now let's go meet him in the city and make a polka dot like it just feels like we're like we the player know what we're signing up for so we're like yeah let's go but the your character in the game just moved to this town these strangers are like you've got to come with us and then your mom's like hey why don't you why don't you go out and meet the neighbor and it's like okay and then I mean all the games are kind of silly in that manner where it's just like I'm going on a worldwide adventure goodbye but this one particularly is like okay we just got here oh the neighbor kids out oh you're you met five people and you're going okay goodbye like you joined a gang yeah you joined the gang within like five minutes this strange man in the big city wants to recruit children to go around the world and do research for him it just feels a little odd yeah it's all of the Pokemon games have this weird balancing act where yeah it's how much do you front load it narrative wise where it's like you have sun and moon on one end of the scale where it's like takes forever to get going and then you have like then you have like the originals where it's kind of just like hey like dude like here's a pokedex get going and so I think it's always interesting because like I'm someone who would prefer to kind of be thrown right into the the action like that so I don't necessarily mind the means to how they do it as much and like I said if the friends angle had been done a bit better and more convincingly then like like I think they could have adjusted it so you like knew one of them or something and they were like oh hey go find your friend who's also moved to Kalos and then they're like hey I saved a Pokemon for you pick one like so so that kind of angle it might have been might have been better because but I tend to not try to nitpick the narrative in these games too much because they're not like yeah very good yeah I mean I we've talked about that a lot over the course of this season like at the end of the day it's a Pokemon game and we know that we're not comparing it you know to God of War or Red Dead Redemption 2 or any of these things but like I am come on guys uh I mean there are there are ones in the series that are clearly better than others though oh definitely um one thing one thing one thing I will credit this game for though like in regards to like the professor stuff is like yes it's weird like go find this man in a city and do his research go find the French man on the third floor yes skyscraper and he's like you found me now fight me and then he immediately unleashes Pokemon against you I will say like this is one of the games that I think the professor has like a goal for you and he kind of sends you out on this journey and it kind of ends up being like a major through line through most of the game um compared to some of the other ones like I think about like HeartGold and SoulSilver where Professor Elm's like we want we're trying to figure out what's up with eggs and then you figure out what's up with eggs like three hours into the game and then he's like okay well I guess that's it goodbye yeah so so like at least like the mega evolution stuff and the professor and the research part of this has like a little bit of a larger and larger narrative push but yeah yeah I I love the I love how over the like flamboyant it is because I think that kind of plays up the French thing where you just look at like Lysander and you like I'm you immediately know everything about that man the moment you see him um same thing with Sycamore uh and Diantha where it's like I think they they had some fun with the archetypes I think yeah I think Sycamore out of the professors I've met so far he's so he has this aura of he knows things and he's sending you out to learn the things he knows like I feel like he he sends you on these quests right to figure out mega evolution but he's always sending you toward he's like go find a mysterious man maybe they'll tell you about these stones like it's like he already knows the answer and so he's actually just teaching these children about this region of Pokemon and this type of thing and inner power he knows like he basically knows Lysander is evil and it almost feels like that JRPG I'm talking like JRPG style like you almost almost Kingdom Hearts-ish with Xehanort and um oh my gosh Master um Eroquus you know the two of them it's like there's this good guy and this bad guy and they're they're guiding the the young students towards something in a way but you know he tries the annihilation of the planet yeah but he's trying to help the bad guy a little bit I found that kind of cool yeah there's a conversation after you beat Lysander to where he's like yeah maybe you should have done something about that but that's my choice he's just kind of like oh shucks

darn I I'm sorry I introduced you to this evil man who wanted to destroy the planet my bad so but he also feels like he gave me that like he knew about the the giant man the 3000 year old man he's like ah like he's not no one's surprised that this guy's the creator of the ultimate weapon uh here's my game theory yeah the real villain of the game it's interesting I think it's kind of cool for a professor to be all seems to have more wisdom and knowledge than just the what's up with eggs you know or I like I like Pokemon moves and I'm a luchador by night I think it's this is cool Sycamore's a cool guy I like the luchador by night I mean he's cool starting with gen 5 I do think they took a more active effort to uh like make make the professors more active characters in the narrative um because like Juniper is Sycamore is um the the luchador guy you guys mentioned is um you got like a kooie kooie kooie I haven't played those in a bit um and then uh like Sonia and her grandmother and sword and shield like all all of those professors I think kind of take a more more active role in the story which I uh like the older ones are all iconic but like it's interesting for them to finally kind of try to incorporate them more into the narrative and make them more like actual characters and not just like I'm the old man who's telling you to like get out of here I wanted to ask about we've kind of been talking about like I considered that like having the friends and running around the country sort of being part of like the main path which would be like the champion stuff did you guys have anything any strong feelings one way or another about uh just the gyms and the gym leaders I know Tomas said he likes some of the gym leaders and stuff like that but I will go ahead and say that I think diantha is like the least memorable champion in any of these games like she's just sort of like her team her team is not very unique um well maybe a little bit but like she's just kind of not intimidating either like all the all the champions have sort of like a distinct vibe to them I think and really stand out I did not remember literally anything about her prior to playing through this game and yeah she's definitely down there with like lance where it's like you don't have much of a attachment to them you know what I mean where it's like I think like there's some games make your rival the champion which I think is very smart black and white does some interesting things to it and alder is also a very good character Cynthia's Cynthia like uh praise be so uh so yeah like that that was um probably peak champion but uh yeah uh but I forget the point yeah but that's what I was also saying earlier about this kind of being a very um by the numbers and design where they kind of like oh we need like a quirky champion let's make her an actress and kind of look like a gardener war a gardevoir which she also has um and so that was that was kind of the design I think they were going for I think one of the more interesting ones is one of the elite four members is a reformed team flair member I think that's a super interesting concept that they don't really explore wait one of them is a team flare member so the fire type elite four member if you remember earlier in the game she was the one doing the like uh the hololens that's the Microsoft thing but she was doing those calls for uh team flair so and she she's yeah so she's a team flare member and there's there's like a couple interesting things that they don't really explore there but that's neat then like they really make you get to know that third gym leader the the sibling dynamics like they give like the first and fifth gym leaders like siblings to kind of make you more like oh they're actual like people um and once again it's not necessarily doing any of those things with much like depth but uh I think it's it's interesting seeing how like the the narrative can evolve and try to get grander and then go on to take those big swings with like hey there was the war and the the the weapon and az uh and so I think I think it was it was neat seeing Pokemon's narratives uh continue to get bolder after what like black and white and that sequel did uh like they kind of continued that trend here and showed that they could still do it in 3d and then I think they they kept up upping the ante and sun and moon I had to look up the gym leaders really quick to just remember uh I feel the same way it I'm scrolling through on Serebii and I liked the old painter guy mostly because I just think that's kind of cool like I just like that character design I wish they did more with him he's he's the first one you hit and they just like don't don't do anything with him like I that's he's that's kind of where the pacing stops he's the grass one right yeah yes okay yeah and then I also like uh Wolfrick the snow guy I just think his design is also cool with the the jacket and the beard mustache and stuff and his team is cool but then I look at particularly six and seven which is kind of in that zone of gym gym gym gym gym gym you're just

back to back to back really quick because they spent all this time yeah the this you would think the fairy type gym would have been a really big story moment a big deal especially for introducing this new type yeah and that gym is a blur to me I don't like this this gym leader is not memorable to me at all Valerie and same thing with the the psychic type gym while cool in its novelty of a sphere of 3ds wow look at us I did that gym is like a blur like I don't really remember a lot of the fighting that's from our get in the end and you get beamed out yeah I remember that seventh gym and that seven the seven gym city too is actually like if you actually explore it it's like pretty cool and they have these giant statues but they don't really do much with it which is disappointing where it's like yeah I think that's where they they probably could have used more time or ran out of time when they were designing the game because yeah like maybe maybe the the fairy type gym leader should have been a bigger deal and more of a character so you can kind of ease players like you can meet them early on and they could like introduce the fairy type to you and then like you can finally go and challenge them instead of just being like oh I'm in a doll house and I fight a bunch of like fairy type people and then I leave and the story stuff's completely separate like she didn't even help with the uh the pokey ball factory situation uh so yeah I think that's where you can tell they were just kind of like oh we need two more gyms so let's like fit them in fit them in it's just kind of it's kind of funny to me how they kind of just sort of gloss right over the fairy type inclusion to some degree like there's some people within the world that are like oh wow with the recent discovery of fairy types it's completely changed everything and that's sort of it like it's really one of the big core elements of this game is that they've added a new typing and it's the first time they've done that to my knowledge since yeah it's the only time they've done it since what silver and gold right because they did they added a bunch they added dark and ice and steel I think were the ones they added was drag I think was I was in was ice existed okay because you had lapras and jinx and gen one okay you had to have a way to beat uh that's right that's right you're right you had to have something you just fight him with his own dragon types um yeah so fairy inclusions is like fairies inclusion is a really big deal and I want to put a pin in that though because we'll come back to that I wanted to though the other two aspects let's save team flair we've been talking about a lot of the story stuff and how this unfolds I wanted to just mention talk about the legendaries for a second though and the story with them sort of like maybe the backstory stuff I think this is one of the big disappointing elements of this game for me is that the legendary pokemon just sort of come out of nowhere they're like I'm here I've been tied to a machine there's no real lore tied to them there's no like in all of the previous games that I think of there are really great moments where you know I think back to the original pokemon games where you're walking through the the ruined mansion and it's talking about the birth of Mewtwo and then gold and silver you've got all the all the lore and the history around lugia and ho-oh and then Kyogre and ground honor super present and ruby and sapphire and paulky and deago like like they these they introduce these pokemon that like shape these regions and these worlds and stuff like that and then with Xerneas and nieve tall like they are just total afterthoughts in this game it's it's just they just toss them in there and like oh yeah I guess you should catch a legendary pokemon now here you go like more so than any other game in the series that we have played they are just tossed in for the heck of it and there is really no like I said there's like some backstory stuff with like oh the great pokemon war 3 000 years ago and like stuff like that but there's real no real but even that stuff's inclusion doesn't come about until very late in the game like right before you go see the legendary pokemon I believe because it's when you find as in the prison that you're like introduced to all the war stuff and then you're off to go defeat lysander so like the legendaries in this game I don't know what you guys think about them but they're just so it's just they're horrible the implementation is so horrible in this for them yeah I like that Xerneas is a fairy type um yeah oh yeah no no no but I agree with you here like it's that's definitely like what what I was talking about where it's like they were like we you need a cover legendary that you get after the seventh badge and it's kind of tied to the main villain's plot so like that's what's even weird put them at the end well that's what's even weirder about it to me is that like you said Xerneas is a fairy type and so they could have done something big with like you know introducing a new snap does it much better with Xerneas

being like really big yeah that's interesting I haven't played that um but yeah like there's a new typing there's there's a new legendary that is that type like it just feels like obvious like storytelling like potential right there you know to talk about how like oh this is the most powerful fairy type and blah blah blah yeah you could something like a fairy and a dragon or something yeah yeah something like yes anything like that and instead it's just like nope this thing's just been strapped to this war machine for thousands of years and that's it and yeah I agree they're probably the weakest cover legends yeah I think they're the weakest in the whole series and that doesn't mean I dislike them personally but there is just nothing alluring about them whatsoever based on like like I said like their histories and how they their importance to these regions in these games from like a story level I agree with everything you both said I caught Xerneas and then put it in the box and didn't even look at it again I think I will say like I think Yveltal is a really cool design I like that Pokémon a lot I think it is cool looking it's probably why Y has one percent higher rating on Metacritic yeah I think that's a cool looking Pokémon but again just like nothing to it otherwise let's let's talk about Team Flare I feel like we've not like dug into them too deep and just they're like overall I love them so much they're so dumb and so stupid like they're they're like a freaking multi-level marketing company that they get people to like buy into to be like an end of the world cult and they're led by like Jared Leto on steroids and then he's so obviously evil no one notices it and then he's just like haha screw you all I'm gonna kill everyone and then it's up to like five freaking kids to go save them like it's so dumb then he attaches Doc Ock arms to himself yeah it's it's so it's so dumb but I love it like it's you this is this is like I said earlier it's that's so bad it's good kind of Pokémon plot where you just kind of like you you laugh at any time a Team Flare person shows up so there isn't anything like where like Cyrus was pretty intimidating with with like Team Galactic and stuff like that or like Giovanni like you feel like you're fighting a mafia boss like that's not here but I think in kind of the like Saturday morning cartoon like here's Team Flare and the dancing guys they're gonna get you like I just think that's really like dumb fun it is dumb fun I just I really am struggling which evil team I hate more which is between Team Flare or Team Skull because by god every time you fight one of these Team Flare grunts man they're like I'm so fashionable I look good in this suit I can't wait to beat you with how fashionable I am and it's like gosh shut up Team Skull is based so I don't know if you played the original Sun and Moon they're pretty based in that game okay they're better I'm Sun and Moon I think is a better game than Ultra Sun and Ultra Moon yes personally Team Yell has like an interesting story angle and twist that I think is very interesting like Team Flare is funny because it's like like it's one of those quintessential elements where they're like oh we need the team you go up against and instead of trying to make them like intimidating or that like deep and interesting they were like what if you were going up against these like I don't know like very like fashionistas fashionistas like I'm rich so I should survive the end of the world and you're poor not fashionable so you should die uh like it's it I just find that fun and it's like I'm not going to argue that like Team Flare is like the deepest or best team or anything but like I said it's just like I enjoy whenever they they kind of show up because it's so stupid and then the game gets a bit frustrating after the seventh badge when they make you run around to like a bunch of different locations uh but they're so dumb I love them here's what here's what I want to say real quick is like all the teams tend to have like kind of silly ambitions and we've talked about this over the course of this season you know even Team Rocket oh we want to steal Pokémon oh wait I want we want land land is what we want no water is what we want like all these like goofy ambitions of all the teams oh wait getting rid of all water was a bad idea my bad yeah like actually they're all silly to some degree but this one this my biggest problem with Team Flare is like I straight up don't understand what the end game here is it's just like well we gotta destroy everything to revert the world back to a it's it's a commentary on it's it's Horizon Forbidden West it's a bunch of rich people getting together and destroying the world so then they can then come back and repopulate it yeah it's it's Thanos saying there aren't enough resources so we have to wipe out the population so that we aren't fighting over these resources it's actually a very it's a very anti-rich uh Pokémon game if you want to get uh do a deep political reading of Pokémon X and Y it's about the bourgeois more French off with their

heads it's just so out there and crazy though before we started uh this podcast I was reading up on the side I was kind of I was being quiet in our conversation because I was reading off the side trying to refresh myself on what exactly Team Flare is trying to do in this game they're just reading the Wikipedia here and it says Pokémon yeah I know it just says but it's just so funny when you read it laid out like Sander informs that everyone of the fact that he is the leader of Team Flare and he intends to destroy humanity afterwards the player discovers a secret lab underneath a cafe where they formally meet a nine-foot man named as reveals he's a three thousand year old king it's just like what that's a normal sentence wait I've never got his name like how can you name how can you not az so it's az uh yeah it's not as um okay but I mean but here's my thing it's like how do you read that and not have an emotional reaction to it but that's that's my thing it's just so and it is funny but I at the same time like and then it goes on as is revealed to be a three thousand year old king who once used the quote ultimate weapon which you guys energy died yes to end a war in Kalos has his az's decision made him lose the Pokémon he loved the most it's like we just get like all these like wires crossed at this point in the game it's like what is going on like yeah it's one thing if it's one thing if Team Flare wants to reset humanity but why is there a three thousand year old king who misses his flowette like that was that was their attempt at lore like is it it's just I it's it's you love it or you hate it like it's just so dumb I kind of love it like I won't argue it's good but yeah this is very much because of just the year we're playing this in but this three thousand year old king az using the ultimate weapon to destroy or end a war totally had me like this is Oppenheimer this is that's that's where my brain went and no I think I thought the same thing it's just I mean I really do a pre I've I cracked up I I get what they were going for but when Lysander sheds his single tear and reveals it's they asked they're like what about the Pokémon and he sheds his tear and says there will be no more Pokémon I thought that was pretty funny but then obviously the great meme right that I see everywhere this game gives us one of the memes it's been three thousand years and I really like you know I've seen that meme I've liked that meme before and now I have appreciation for the context of it so I think what you're saying is Christopher Nolan should make an Oppenheimer successor about az I think that's what I've could you imagine he's like I'm gonna do a Pokémon movie that's gonna say az is actually the most important man in human history a three hour talking movie about the three thousand year old king the name of the movie is going to be uh a Kalos Prometheus I mean he could play with time it does have the time angle that Christopher Nolan would like to play with I know I already said I'd prefer if they just did a remake to kind of smooth out the games for rough edges but I am curious what like a Pokémon Legends game and Kalos would be like like if you actually saw that history I would like to see a Pokémon War I'd like the idea of there being a great Pokémon War I like that they've teased that throughout the whole series and I like that I like the cut scene sort of there the image you see of all the Pokémon like battling with one another at one point in time it's like this is kind of sick actually yeah but I don't understand here's my here's my biggest question why is this man nine feet tall yeah people are just tired because he's evil he's evil and that makes him big and he's gotta he's gotta be intimidating to these small children it's purely physical so they can frame camera shots where he's like bigger than his children so he's more intimidating it's just the only reason he's nine feet tall it's just so funny that like I don't understand they never try to explain how he's still alive they never try to explain why he's nine he walks up on that parade either and he just my favorite thing is his animation where he throws his Pokéball out he just kind of like underhand just drops it in the floor he's like there we go we're gonna fight here's a Torkle fight fight it is uh he's he's very goofy Lysander's is very goofy uh the game is just goofy his arc too AZ's be arced like being the final moment of the story with oh it's been three thousand years and then that was cool well I was gonna say it's not cool I was going to say moment I was like I because after you beat the champion I put my ds down I'm feeling good and then they do this parade thing that's like oh there's one more battle I was like oh that's really cool the battle was busy yeah yeah that part I like that idea of there being a fight after the credits I guess more what I'm saying is like um I don't like his arc the conclusion of his arc is like the epilogue and it's like dude I just met this guy after the seventh gym like you don't you have no like you have just such a cursory knowledge of who



this dude is and he just shows up you know like oh there's this tall man on a prison cell and then I'll I don't know it's supposed to be this like probably the uh best written scene in the whole game though it's not saying much it's supposed to be like this yeah this emotional payoff and it's absolutely not oh yeah that's the thing we're like yeah you could have it would have been cool if he was more involved with your journey and he's like this older guy helping you maybe if he was the pokemon professor or something like that would have been the professors or like tall or or he's or if he was like the mega evolution guru or something I think they could have uh gone further with with that and like incorporating them more in the story well let's talk about that um because I actually wanted to talk about mega evolution and I want to start dipping into the mechanics and uh and some of the like new gameplay implementations here let's start with mega evolutions um which I know we have played previous games in this series max that which have included them um just omega ruby and alpha sapphire I believe um and sun and moon and sun and moon um so it's not necessary yeah I think that yeah they I think they were supported I think they weren't new ones but they were supported it didn't it didn't put it in front of it didn't put it in front of your face as much as this game does obviously so in that sense it's not like a wholly new thing that we're talking about here in the course of this season and neither will be a couple of the different things we talk about but generally speaking like I like mega evolutions and I think mega evolutions I like how they're implemented and I like that there's a strategic level to it and obviously game free kids just continue do you know think that this is the way forward with pokemon oh mega evolutions were great so now we have to do uh what are the new mechanic every day yeah yeah and terastal is terastalization and what are the giant tall pokémon dynamaxing dynamaxing like though like mega evolution has paved the way for these other things and I kind of hate that because I think dynamaxing and terastalization sucks uh or it's just not as interesting yeah it's it's interesting because like yeah terrestrialization is kind of like you're just making your pokemon more powerful like it's it's neat to unlock like more powerful pokemon with like different abilities sometimes new looks like and I think it was it was an interesting layer I remember in the lead up to to this game and to omegaruby and alphasapphire to be like oh which pokemon are they gonna like power up like that and yeah I think I think it's a fun gimmick um to like reward players who choose specific pokemon to open up new gameplay mechanics to possibly give some worse pokemon new avenues to be better I mean most people I think use like blaze these the good ones like blaziken and uh like the the kanto starters and lucario and like those are obviously good but uh I think it's a very interesting mechanic to kind of when you when you have so many pokemon to kind of go back and revisit them and I and doing the like alternate forms that they've done since is also like a neat approach but I do think it's cool to kind of be like here's a way to do like a fourth evolution even though like we don't want to actually do that like here's a way to think about like oh maybe you should have one pokemon on your team you could power up or do a whole team of it and then decide who you need to power up during a battle and it's it's definitely one I wish they explored for more than like two games as the the primary focus it's hard to jump in before I know you're going to talk max I just want to mention too that's the that's what I like about it is that it adds it makes sense within the context of pokemon that there's like a further evolved form beyond what pokemon you think they can max out at like oh charizard can't level up anymore and it turns out no there is one step beyond that like it makes sense that this mechanic like terrastilization is dumb because it's just like I turn into a big jewel and I tech stuff it's like what is going on here I mean like it's just there are type it's a type change which is it's a it's a it's a it's a it's okay yeah but I guess what I'm just saying is like it doesn't it makes mega mega evolution makes more sense because evolution is already intrinsically part of pokemon whereas your poke your pikachu turning 300 feet tall doesn't make as much sense or something like like you know what I'm saying like it's just like yeah the the gigantamaxing or whatever it's called is like like that felt like a worse version of mega evolution to me where it like wasn't as interesting to do I think z moves were an interesting evolution of the that idea with uh mega evolution where it's kind of like you have these special pokemon now let's take a move like splash and make it useful actually like as a z move um and so yeah I do think there's more potential here I would

like to see them revisit the idea of megas I know that might not I think it's actually a bit of a controversial opinion for pokemon fans but um but like yeah I think it was like a neat new idea it gave them and it was also another way for them to kind of attract the fans of older pokemon because it kind of could be like uh oh you can come back get a uh get like a gen 1 starter yeah get me too and then you have like new forms of these old pokemon that you know uh and I think that uh that's to keep older fans entertained I think pokemon needs an element like that and I think game freak now prefers to just do that with new regional forms instead of like mega evolutions but I do believe that like mega evolutions and z moves are kind of better gimmicks than uh like the like the maxing out your pokemon and like terrestrializing them I've yeah absolutely I've I remember mega Charizard x and mega Charizard y being all over this marketing for this game and then it's interesting Charizard's the only one out of those gen 1 starters that had x and y forms of that mega evolution I mean Mewtwo did too yeah I wish they did that more that that's like another neat thing because that's a cool I think that's an interesting way to differentiate between the two versions is have a unique form yeah mega yeah that or or they could have done like a hitmonlee hitmonchan thing where it's like depending on like your pokemon's ivs and evs and certain stats or something like they could have formed like they're I there's still a lot of room I think for them to explore that that idea that they just like didn't do yeah I mega was cool mechanically thinking about it just you know how do you get this here are these stones how do they use it some do change the typings it increases stats in some areas but then lowers them in others I just didn't use it very much in my main playthrough of the game because the pokemon that I wanted on my team to mega evolve which was originally a Garchomp and then it was a meta champ those stones don't get unlocked until the post game and you have to update or upgrade to the the mega ring so I wasn't using it in the main game I I think even one time I was fighting the rival girl and she said I hope you'll show me the power of mega evolution and I was like I can't I don't have anyone on my team oh yeah it's that's the game heavily encouraging you where they're like like especially with the loop well they give you the loot and the gen 1 starters like I yeah that's it's not great that the game tries to go like oh hey like here's two pokemon we think like should be on your team once again though I think that's something that the the series kind of could have improved with going forward where it's like once you have more pokemon that are do you have mega evolutions like it's easier to like to make a team that's more fully fleshed out like the new Kalos pokemon didn't have them either which was kind of an interesting choice which I think is good because it gave like older fans reason to come back but like I used all Kalos pokemon on my team so like I didn't I didn't use mega evolution this time but I think it's also an interesting thing to build a team around where you're like oh maybe I'll use an Aerodactyl or a Charizard or a Ivysaur or whatever because I want to mega evolve it I just want to say this what pokemon do you think of all of them that Max ended up using on his team that was his mega evolution pokemon well I didn't tell Tomas my team I know I know but I'm just are you a dirty Gwardervoir user no I did go back to our our alpha sapphire video I did use a guard war in that one but no this time I used Kangaskhan nope that was one I looked at but I missed it the only way to get that pokemon is in that cave early on in the game yeah and I found that out after I left it and I didn't want to backtrack and get it at a low level and grind it up so I almost did because I like the idea of that double hit where it hits twice every time yeah oh it's such a good idea that like now the baby's outside yeah I like that a lot no I ended up using meta cham mega is not one I expected yeah that's an interesting choice it was going to be Garchomp but then I switched Garchomp loses speed when he mega evolves and so I wanted to keep him fast and so I switched to meta cham so it was uh it was interesting but I couldn't get it until it's so it was it's the things like you can't get this stone until the post game and you can only get the stones between 8 pm and 9 pm so I actually had to set a reminder in my phone so I could remember to open up my 3ds and go get it so that yeah it just wasn't a mechanic I got to use a lot that's weird but it's also it's also fun I think the the games post game content is pretty poor in general outside of the there's the lucker thing which is cool but that's not really like battle gameplay and then they have like the the battle house you can grind in or whatever so I think that was their attempt to be like oh like come back and play every day once you've beaten the game

and look for a mega stone but it's really just you nowadays it's like oh I looked it up on like Bulbapedia or Serebii and like messed with my 3ds's clock and then went and picked the stone I was I was reading about this because I was like oh I'll just change the clock if you if you change the you gotta wait 24 hours it would lock you out for two or two days I think yep because I had a Rotom on my team and you could only get a Rotom in the haunted haunted house or whatever abandoned a motel on Tuesdays I was like ah this is not good so I was pretty bummed that they figured that stuff out too I wanted to ask you guys again another new gameplay thing here would just be Fairy types inclusion again we've played plenty of other games this season Max you and I that have had Fairy types and Fairy types as a whole have been around for a decade now so I think we're kind of used to them by this point I did want to just broadly ask though because this is the game they are inclusion what you guys think about Fairy types how it has changed Pokemon competitively I mean I can just throw this out there right now I hate Fairy types I really hate how like I understand why they were included they were included as a way to sort of nerf dragons because dragons were way too strong in the competitive they were just they were way too strong for a long time and Fairies were kind of introduced to lessen dragons that much more but now in doing so I feel like Fairy types are now the types that it's now the type that is cracked like Fairy type has been broken for a really long time and I wish it was just never introduced in this game so I mean I kind of I agree and disagree we're like I do think the inclusion of some new type was necessary at this point and I think it is necessary like I hope they introduce a new one like somewhat too because you need to kind of like inject something to like rebalance the game every once in a while yeah but um but I think where they messed up was that Fairy types is weak main weaknesses are like kind of rarer ones yeah where I think I think if they had just even if it was something weird like rock or something that was weak too that it would have it would have been better because not everyone puts a poison or steel type on their team and poison and steel attacking moves like yep at this point the games got better about adding some like useful ones into the mix um like this is where we've started getting better moves but at this point there were also like less good attacking moves of both of those types that existed so yeah no I'm really glad you brought that up because that was like the two-pronged thing with why they introduced Fairy types they wanted to make poison more powerful and steel more powerful and also lessen dragons and this accomplished that on paper but yeah I totally agree with what you said like poison and to me poison is never something that's supposed to have been offensive minded in the first place you know it's something that you're so I've always thought of poison types like you want to slowly chunk down yeah it's like with chip damage with yeah with chip damage with toxic and stuff like that and then um so I've never thought I've never found it that odd previously that like you know poison didn't have too many other pokémon that typings that it was super effective against steel is the one where it's just yeah steel steel is meant to be defensive minded first and foremost it's kind of a defensive typing um and it's not there's not many abilities there there's not many attacks like offensive powers that are good like even if you have a steel type like max we we did a battle and you actually one-shotted me with a steel move and that shocked me um because most steel type moves in these games are not that powerful even if they are super effective yeah this this game's where they started kind of getting better but yeah it's still I think I think it's the fairy types in a better state now like a decade out because they've had time to like add more moves and different things but I do agree that it was kind of like they invented fairy type to dethrone dragon type and then fairy type just kind of became the new dragon type like you kind of you need like that but kind of like one type needs to be kind of best in some ways uh and you can you can argue that maybe that is some other types but uh like fairy types I think kind of took dragon's place instead of solving the issue which I think is definitely an interesting thing and I think even game balance and game speed wise like x and y was a step down from like uh black and white and black and white too where those are some of like the smoothest and best playing and most balanced pokémon games um where's this one because there's like a new type and like new moves and it's in 3d and the battles run at like five frames a second it can feel a bit clunky to like do the the battles at times I just felt like I mean I also agree with everything the two of you've been saying just about like why fairy was

brought into the games but I just feel like for the game that was supposed to introduce fairy like I said about the gym leader there's really not a lot of fanfare about it in the game there's no focus on the new eeveelution in the game I didn't see an eevee actually I think I saw a vaporion maybe but I didn't see really anything else in the game so there's no celebration of that they should have probably made the starters steal poison uh like fairy or something like that uh like as as their secondary types so you kind of have an idea of how that works or something like I think that might have been a better way to kind of get the new type in on the ground level where it's kind of like oh you're gonna see you're gonna see like this new type early on and then like a check for it early on so yeah it just it just felt almost kind of like uh we'll just throw this in here to to change those game the balance on certain things but we won't like super celebrate it it just felt kind of lackluster in that way I'm and then granted it has been 10 years since its introduction which just feels way longer than I mean when you say it it sounds like it's been a long time but it feels like fairy just came out sometimes yeah to me and I think I think we're just getting older yeah that's probably what it is so yeah you know it's it's interesting and I would love to see another type enter the fray I think just to shake things up again but then we'll probably have the same problems and we'll be complaining about it anyway so it's probably really tough over there yeah one issue in this generation too is I didn't didn't find most of the fairy types that compelling like I used a florges but like florges could have also been a grass type or something you know what I mean a lot of them like the the birds could have been flying type so I think I think it took them like another generation or two before they finally started like making fairy types that are kind of more like like okay I understand why this is is a fair like like a pure fairy type or a fairy type or finding ways to like make it a secondary type that it's like oh here's a fairy with a huge hammer so it's fairy steel that's the thing that I have an issue with as well is it like why isn't florida florges a grass type as well like it can learn all these grass moves it clearly should have that as a secondary typing or something strikes me yeah it probably was one at some point in development and then they were like oh we probably should have like an early game pure fairy type to introduce it but then not only that they go back and they retroactively change other pokemon from the past and they're like hmm like I understand this thought thought process and they've done this previously they you know they did this with gen 2 as well but like some of the pokemon they've chosen from previous games to then make fairy types it's like like I think of like merrill and azumarill it's like oh yeah that's a fairy type now it's like where did you get that from like what like I don't really understand how they have chosen which ones are going to be fairy types and which ones aren't um because I mean again previous ones just sort of made sense you know like like when they introduced steel it's like okay well like magnet magnumite should now be a steel type as well that's just duh like it looks like that but where did you get some of these other ones from now that are now fairy types so um yeah I mean overall like I do think fairies fairy typing has become it's starting to feel more balanced in the more recent games again like I didn't have as big of an issue with it in scarlet and violet for sure when we played those but over the past couple years it has been rough getting it implemented into the competitive scene and I feel like it's particularly rough here and yes they could have done more to put some fairy types a little bit more face forward in this game because there really is just what xernias florgus there is the trade evolutions yeah there's um and then there's a couple there's a couple others like clefki is one isn't it I like I like clefki a lot actually uh but yeah there's they could have they could have done more or made it a bigger uh thing I think they kind of tried to make up for it with like the oh we turned some older pokemon fairy types yeah but yeah I think that's that's one of the things where it's like I think it this that's this game introducing an element that needed that's not perfect here but it just needed a little more time to like develop and get better and it has gotten better kind of kind of another signifier that this is like the start of the like new era for pokemon I wanted to also ask you guys we've we've touched on it throughout the course of this episode and I just wanted to get a general all right I'll just talk about it a little bit more individually here uh what you guys think about the pokidex overall uh in terms of like the new pokemon included and stuff like that um and how you feel like it fits within the larger series I'll say this um I feel like every episode I yeah I think I struggled this time like settling on my team

and that made me think that this dex is bad but the more I've looked at this dex and the more I've looked at like considered the mega evolutions as part of it as well because I definitely think they are to some degree I think this is actually one of the better dexes in the series there are still some holes in it like there always is I will say this too one of my biggest problems that there is that there's not enough um three level evolution pokemon in this dex like that kind of annoys me like there are certain pokemon that I feel like should have evolved one step further I think of like uh heliolix yep is like the one I'm like that does not look like the final evolve form yeah of that one max is the electric type yeah I'm shocked there's there's no middle one between like bergmite and avalug because like I used an avalug I did use an avalug too yeah yes like yeah I feel like there is some there there is absolutely some pokemon in this dex that I feel like there should have been interstitials between them like noibat's kind of another one um there's just a lot of pokemon in this dex which only evolved once and you know that's fine but like I think of here like honedge and double aid and aegislash like that's a fantastic line I think that's a great line um and there's really like outside of the starters it's like aegislash talonflame the bugs which I really don't consider florges and like that's about it like there's not many three level pokemon in this dex or and then goomy and gudra like that's about it like there's really I just I just named them all so I think that's a little odd in this especially compared to some of the previous games and I mentioned this to max but like um looking forward at like the black and white dexes that's like night and day basically everything in black and white or maybe not everything but like a large chunk of the black and white pokédex is like pokemon that evolved twice which I think is cool I've always loved that that's also a thing where like they had to make 151 new pokemon for that game whereas this one I think they were very consciously like oh well we we need to get some older fans back on board so let's bring back a bunch of older pokemon and then we're gonna we're gonna have like new pokemon still but it's gonna be like a less amount of them before and that probably meant like some three stage lines became became two stage lines and that yeah where they just or they just set out to make two two stage lines so I think that that's kind of more of a thing where it's like do you want like more three stage evolutions but less pokemon overall that are like new or like do you want like more like new families of pokemon but uh I think that is one of the biggest disappointments with this dex is just how few new pokemon there actually are I mean when you consider the mega evolutions it gets a little bit better max how many new pokemon you think are in this game I don't know if you've actually taken a look no I never do um I don't know 69 out of nice out of how many that's the level of my entire team out of how out of head yeah the dex the dex goes from 650 to 719 in this game so there's only 69 new holy no but I meant out of how many in the game can you get like total the total dex number oh I don't know I only ever consider new new ones that's closer to like a 200 or something I think like okay so that yeah I think so like roughly a quarter yeah yeah yeah like a third or so I don't know okay around there which yeah so yeah I think that that that's kind of the thing I do think that the ones they have here are all pretty solid like there's some funky looking ones like I actually disagree somewhat with your three evolution complaint because I think most of the middle evolutions this generation look very weird you don't like quilladin yeah quilladin I love because he's derpy and I like the uh the like uh the middle um like braxian or whatever their name is but then like a lot of the other ones you named where the middle evolutions are all very awkward so I I am I am okay cutting out like a weird middle stage and just getting to like the cool tree or like whatever with like um trevenant for me I've just realized in my journey here really with pokemon is uh I have no idea when any of these pokemon were introduced and it's all blur to me and so I don't know it's an encyclopedia up here yeah I I'm actually been impressed that I'm starting to recognize some names actually and you know like oh I know what this is or I've seen this before so I'm getting like slightly better but Logan you know he'll always be like you know look at you know how many of these are new or what are you using that's new from this team I look at cerebi constantly when we play these games well I'm looking at cerebi as well but I just look at the game's decks in order so that's like what they have sections of on cerebi where you can categorize it by uh just new pokemon and yeah but I don't like the way that's what I like I don't like that page on those sites I like just the decks in order I just want to know what's in the game

I just yeah this I don't know it's all a bird to me so all pokemon are new pokemon to me this is kind of weird where I just the way that you've played them I mean they'll all be new to you in black and white so there you go well except for ice cream I'm aware vanilluxe is an amazing design I that's I'm aware that's that's a whole debate oh I guess what I'm saying is like they'll all be new to you in the sense that like you'll have pokemon that are inherently quote-unquote new to that regen or gen or whatever because that's the only option you have uh in black and white here as we kind of wind down per usual I want to ask you guys about the music obviously this is always a big core thing with these games did any tracks really stick out to you did you have any strong feelings about the pokemon x and y score yeah it's a great soundtrack overall lumios city's theme I like I think it's it's one of those tracks that's kind of like uh the uncharted main theme or like guar plains and um xenoblade chronicles where it kind of like inspires you to uh explore the first time like it's a very kind of uplifting melody where you're just kind of like wow I want to go and explore the big city uh when you hear it and in specific route themes I'm kind of I'm bad with like music and music panels but some of the route themes I really uh enjoyed they're just kind of like light and breezy the the I like that the it's like a synthwave gym battle theme which was like unexpected when it popped up uh like it's none of the other gym leader themes really sound like that uh team flair doesn't have nearly as good of a theme as um black and white two team plasma's theme is outstanding I can't wait till you guys hear that um oh I know it but uh yeah but uh still I think this had the pokemon games always have great music and I think that's one thing that wasn't sacrificed at all and this like jumped to 3d the music's still great yeah I I also wrote down a comment on the gym leader theme it felt like a song that just kept building but never resolved which is I think actually not terrible for a gym battle theme because the resolution would be you winning not necessarily losing sword sword and shield I think did a better thing like that where it's like it's building a crowd over the oh the crowd is great yeah the crowd is awesome you can you kind of see the groundwork for that and here almost and how that builds I wrote down that I like the route 15 music now sitting here I don't remember what that sounds like and as you're listening to this you're gonna hear route 15 beneath my voice so hopefully you like it too but I couldn't tell you even where route 15 is it's shout out to route 15 yeah shout out to the route 15 so yeah it's it's good I also like the power plant tune I wrote it was very grooving and oh yeah oh yeah the power plant is a good one um I I do not think oh I I also like the emotional one when az's pokemon comes back like I think that's I I always think pokemon does good piano 3000 year song as we'll call it yeah yeah I uh I did not think there were many earworms in this one I feel like I disagree I feel like all pokemon soundtracks are pretty good that doesn't mean I'm saying that this is bad um but I don't think it I'll say this too I think a lot of this comes down to my feelings on how sound is used with the 3ds there is like a crunchiness and like a limitation to the sound effects on game boy gameboy advance and ds and I feel like there's as they started to expand the sound capabilities here on the 3ds further obviously they were able to do more but I feel like something was lost in like you mentioned like they started getting into like weird like synthwave stuff and that's like cool and I I think that there are some good tracks in this game to do that but there's something inherently not pokemon vibey about it to me at the same time I don't know if that makes any sense um I think they got more experimental like yeah this was a very experimental game so I'm sure with the music they were also like hey do what uh some new things now that you have the 3ds's power uh but yeah I think that does make it one of the more distinct soundtracks looking back like the the some of the themes like uh I actually don't remember it off the top of my head but I just remembered the elite four themes like there was something about it that stuck out to me too so I think I think they this has some of the like weirder themes for like the major encounters which I think kind of makes its soundtrack stand out and I've also played it so much where like the songs have kind of forcibly become earworms but uh but like the lumios theme theme I think is like one of the all-timer pokemon themes yeah and I mean pretty usual the gym themes go the champion themes go the elite four themes are good like all the battle themes are are great like they like you would come to expect it's it's mainly like the areas in between the various towns and or uh one of the one of the uh ice space cities the final one you go to is snowbell yeah I think that that one's got

a good song any of the snow any of the snow based towns have you have a snow level that has to have a good song yes yeah well it's because they all suck to play so you need to calm the player down with music so yeah all of all of those I thought were were good other than that yeah just not as memorable for me but again I didn't remember large swaths of this game until we played it this time around here so I think that's it if we want to talk about legacy was there anything else that either of you wanted to talk about generally with this game before we kind of wrap up here yeah I mean just I mean I've said this multiple times but I do this is really like I think whether you like the games or not like you can recognize that this is a very important pokemon game like this this is kind of if you were to split the pokemon series into like two halves like there's before x and y and there's after x and y and I'm curious when that next split's going to be next because it's happening now I think it's happening yeah I think legends arceus might might have been the start of that yeah definitely but I think it I just think it's an interesting game to look back on see their first attempt at all these different things like mega evolutions fairy type like battle gimmicks and see even the issues that they still have like issues we all have with pokemon x and y you can probably also apply to like every game that's come since so I think this was kind of the first game that exposed a weakness of game freak even as someone who likes these games I can recognize that like the jump to 3d brought a lot of downsides that the series has never fully been able to shake off in terms of things like performance and like a focus on battle gimmicks but like still I think I think it's a game that shouldn't be overlooked as much as it is because it is it is one of like the the weirdest and yet like most important games in the series yeah it's it's so clear to me it's like you said tomas it really is the dividing line and that's it feels almost obvious when you think about it in the context of when it came out it was the jump from the ds to the 3ds they really were pushing this is you know this is kind of like oh a 3d console-ish version of pokemon but in your hands on the go which is so ironic considering what the switch would ultimately become and give us but even though this game has pacing problems or sometimes just doesn't really hit or it's easy to get lost in lumiose city or you know the villains are pretty goofy in this game like even more than some normal sometimes for pokemon it's it is a dividing line that has ultimately led to some of the coolest stuff in pokemon that i've experienced so far in our journeys whether it's these different battle mechanics i think it is important to highlight the fact that this kind of this game truly truly brought the concept of pokemon from every generation bring it forward with pokemon bank and the virtual console versions of those original games having bank integration it this was this builds again it's that dividing line like pokemon bank was this original iteration of like how do we get your pokemon stored digitally and also have services revenue from it but now has led to something like pokemon home which over the past couple of games i've been using pretty regularly and i love it i think this is such a cool way to keep these pokemon alive and it the capabilities on the 3ds with pokemon bank and an x start here right and bring us all forward and then fairy type which as we've talked about is the last typing for the last 10 years i mean it's whether we like the type or not it's been important to the franchise and the gameplay and the battle mechanics and stuff so it's this game is important whether or not it's my favorite of the bunch uh i'm at it but it feels good to have gone back and actually finished it because apparently i was really close last time when it came out 10 years ago yeah i think tomas really did hit the nail on the head when just with what he said and like this game's legacy and like yes it is an important game and it did kind of serve as a transition like you think of the big transition games in the history of the pokemon series and you've got obviously the first ones and then you've got ruby and sapphire and then diamond and pearl and then this this is up there too because any of those first games on new hardware are always big transition titles for the series yeah um except for scarlet and violet which is kind of weird because they're coming at the end of this sword and shield though where's on switch and that that now i know i i know but i guess what i'm saying is i i would argue that scarlet and violet are two of the biggest transition games in the history of the series they're coming at the end of a life cycle of a console rather than at the start of a new one um anyway so yes it is important that they did introduce a lot of mechanics here that would go on to become more important later like we talked about how mega evolutions kind of paved the way for z z moves which paved the way

for dynamaxing and gigantamaxing and terraselizing so like a lot of how core pokemon gameplay has developed has stemmed from this game um in a big way and so i think that this game definitely had a big impact on what game freak would go on to do next with the series but yes other than that i do think this game's legacy is just i i don't want to get i mean it's always my own opinion i guess i was gonna say i don't want to be have my own subjective opinion mixed in here too much but like i do think this game is just very forgettable i i don't think there is any outside of the pokemon that they included and the mega evolutions and things like that like i i do think like the gym leaders and the team flair and the legendaries and a lot of that stuff are just super forgettable everything that has seen here has since been like improved upon we've played a lot of pokemon games this season and like i would you would think that by the time we would reach the end of this that i would be like pokemoned out forever but no like there are other games that we have played this season that i think i would like happily go back to and play through once again with a new team and stuff like that this is not one of them this i am fine from this point moving forward if i if i never end up playing an either of these games again i think that will be okay yeah i think they had to be games like i said i i or like i said at the start i played these like freshman year high school they were very formative this was right when i was getting into like games super hardcore and consuming games media super hardcore so it kind of just engraved ingrained itself for me i'm a big fan of in the same way you're describing like i'm a huge fan of ruby and sapphire and i know some people don't like those games as much but those are like my pokemon games i love those games sapphire is my favorite uh pokemon game like one of my favorite games of all time yes i adore those games so and i know some people have problems with them but like i'm ride or die for that jen so yeah i totally under i totally understand your own feelings and where you're coming from but yeah having played them all back to back in this manner for the over the past year not not all of them i have done some of them close to each other somewhat before but not not what you guys have uh have done here it's uh very very impressive it's been it's been fun and we're nearing the finish line this this has been nearly a two-year venture for us yeah because we stuck we started i think we started max i mean it'll be much closer reached out to me too you reached out to me about like two years ago being like hey here we want you on the pokemon yeah i think it was last spring when we first played uh fire red and leaf green so it's been not two years but we're we're getting about 18 months yeah no it's a long it's been a long time coming a long time planning and a whole lot of pokemon catching well i think that does it for our discussion on pokemon x and y thank you all so much for listening if you'd like you can check out more of the show over at chapterselect.

com with all our other seasons tomas on season one he's been with us from the beginning he did an episode on pokemon color splash with us and there's all those other episodes paper mario paper what did i say pokemon color splash which i would like to see uh there you go paper mario color splash and you know that's kind of coming back with thousand-year doors so that'll be exciting but uh you can check out the show you can listen to it wherever you do and then check out super chapter select for longer episodes exclusive episodes and bonus videos we've got our battles for pokemon all season long uh we just recorded our pokemon x and y battle the other two nights ago or something so that was really fun so sign up is just two and a half bucks a month or twenty dollars a year so you can check that out at listeningwithsuperpower.

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net and then my other show the max frequency podcast which tomas has been on as well and logan but tomas is the guest here so he's been on the show too you can check that out but thank you all so much for listening and until next time adios chapter select is a max frequency production chapter select is supported by you you can gain access to longer episodes and bonus content by going to [chapterselect](#).

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