

## Season 5, Episode 5 - Resident Evil 4 Transcript

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

[00:00:16] **Logan Moore:** Hi, Logan Max, how about after this podcast to you take me back to your place and we have some overtime.

[00:00:24] **Max Roberts:** I Oh, as you started talking, I didn't know where you were going with that and I was like, I thought he was gonna open up with the, uh, the, the salesman, like what you buy in and then he comes in here with the Ashley Jet ski line, which is fantastic.

[00:00:38] **Max Roberts:** Good job, sir. Good job. We can have some overtime later after the show. Promise. Or wait, no, that's not what he says. .

[00:00:47] **Logan Moore:** No, that's not what he says. Because Leon is not a pedophile. Thank God. God. Good job, Leon. Thank God. Yeah, it had been a while. I mean, it had been a while before, since I had played this game. So when I heard that line at the end, I was like, Wait a minute, please tell me that this isn't [00:01:00] going where I think it's going.

[00:01:00] **Logan Moore:** And then Leon's like, no thanks. I'm just here to kill the zombies and make out with my super spy girlfriend, who's not really my girlfriend. Anyway, Resident Evil four. Interesting game that we're going to talk about today. A very interesting game. So on this episode, we will have a guest joining us. Uh, Dustin Furman, uh, the executive producer of Last Dan Media is going to join us here in a moment to talk through Resident Evil four with us.

[00:01:23] **Logan Moore:** But until then, Max, let's do our typical rundown of everything related to, uh, Resident Evil four here. As with every other game this season, it was developed and published by Capcom except. The VR version, which was made by Armature. I invoked the VR version because Max has played that version of the game, and he's going to talk about it here on this episode, I think a bit, a little bit.

[00:01:45] **Logan Moore:** So we will, we, we will bring it up a little bit, but it's not gonna be the basis of our discussion by any means. Uh, it originally released on the Game Cube later came to the PS two. It's come to everything. It's been on PS two pc. We mobile devices. [00:02:00] PS 3, 360 PS four, Xbox One switch, the VR version's on MedQuest two.

[00:02:06] **Logan Moore:** Um, it originally launched though, uh, on January 11th, 2005, and then was later reported to all those other platforms. Over the past, over 15 years, the game director was Shinji Mikami. Once again, the producer was Hiroyuki Kobayashi. And the music this time around was done by Misao Senbongi, or Cji, I think it is.

[00:02:30] **Logan Moore:** Uh, this game's meta critic score overall, as you would expect. Very, very high. Uh, it scored a 96 out of 100 on Metacritic, making it one of the best reviewed games of all time. Uh, re evil for his, for the longest time, been considered one of the best games of all time. And I think it's also been considered the best game in the re evil series since it first released.

[00:02:55] **Max Roberts:** That is the thing I've always heard about resume before. It's the Best Bowl game. It's [00:03:00] never, as someone who was coming into this series fairly fresh, I always knew before was the, the peak, or at least fans perceived it that way.

[00:03:09] **Logan Moore:** Yes, that is what has, they're all different and influential in their own ways, but Resume four is the one that is always mentioned the most by critics and fans and everybody.

[00:03:19] **Logan Moore:** And it is a greatly influential game. And we're. If we're going to talk about all those things throughout this episode, how it's influence, whether or not it's still maybe the best re evil game of the bunch and things like that. But to do that, uh, let's bring in our guest here, Dustin Furman. Dustin, welcome to the show.

[00:03:37] **Dustin Furman:** Thanks for having me. This is exciting. Um, I like being able to come on a show just to talk about like one game and really deep dives. This is gonna be awesome. Yeah.

[00:03:46] **Logan Moore:** To give everybody some, uh, background. So you are with, uh, last Dan Media, which we mentioned up front. I reached out to you. So the time we're recording, this is in October, November.

[00:03:56] **Logan Moore:** The time this is publishing is months down the road, but I reached out to you in [00:04:00] the summer cuz you were rapid fire playing through all the reside evil games and I think you had just finished playing three and you mentioned that you were gonna go to four soon and I hit you up and I was like, Hey, would you wanna do this with us instead and not play four right now?

[00:04:12] **Logan Moore:** And you're like, Yeah, sure. So. Thank you for being patient there. Yeah. And

[00:04:17] **Max Roberts:** then a and then a week later on Sacred Symbols, it was like, uh, I'm gonna take a break from Reside Evil. I was like, Ah,

[00:04:24] **Dustin Furman:** well, honestly, I needed the break at that point. Um, not that I was, I don't know, it wasn't likeable reasonable three remake was bad or anything like that, but playing one, two and three in a row, I was like, Yeah, I think it's, I think it's time to give it a little pause.

[00:04:38] **Dustin Furman:** And so the pause was, was perfect. It, it worked out great. So that was no problem at all for me.

[00:04:42] **Logan Moore:** Yeah. So we've all played resume before hearing, or I guess what was Halloween month? It's now November. Uh, and I feel like that made a good, uh, I don't know. That was a good start to the month I guess for me.

[00:04:53] **Logan Moore:** Broadly speaking though, let's dive into our histories with the game. Dustin, we can start with you. Uh, I assume [00:05:00] you have played Resident Evil four before, but maybe I am wrong. What is kind of your own backstory with this game?

[00:05:08] **Dustin Furman:** Well, this was the part of the show that I wasn't looking forward to embarrassing myself in that I realize cuz I couldn.

[00:05:15] **Dustin Furman:** Remember if I'd ever finished this game. And when I played it, I realized I definitely had not finished it or played it all the way through. I remember my first experience with this game actually playing, it was when the we version came out, which I, I don't even know what year that would've been. Um, but I think that, I think I played through most up until some point in the castle section of the game on we, and then I, I don't know.

[00:05:46] **Dustin Furman:** I'm trying to think. That might have been junior high. It might have freaked me out a little too much. I was probably even went back then , uh, or something like that. But so I realized I never. Finish this game before. And so going through and actually [00:06:00] playing it. What's interesting when you have a game like this that is so beloved and so well known throughout the industry and, and by fans and stuff like that, is that even though I hadn't played it all the way through, I kind of knew like the different sections and seeing like later on there's the enemy with the spikes that come out of him.

[00:06:17] **Dustin Furman:** I was like, Ah, yeah, I've seen that before, and stuff like that. So it was great to finally actually play through all the way and, uh, see what this game's all about.

[00:06:28] **Logan Moore:** I, I think what's funny is, and Max you can talk to this, Max has never played this game at all, period. So, uh, you are, you are not the most novice player.

[00:06:39] **Logan Moore:** The embarrass reside Evil four on this panel. Max, I guess, did you, did you feel a similar way in that sense? Did you feel like you had an idea of a lot of what was coming around the corner in this game because it's just been so ubiquitous for. I don't know, 15 years or more?

[00:06:55] **Max Roberts:** No, all, all I knew about Resident Evil [00:07:00] four before was one time a coworker.

[00:07:03] **Max Roberts:** When I worked at Kmart in high school, they had me over at their place. He's like, You gotta try this game out. And I got through the village. He also tried this with Dark Souls and I just got stepped on by the Giant creature at the star of that game, . But in resume before I get to the village and the, the villagers just swarm you and the chainsaw Mann shows up.

[00:07:20] **Max Roberts:** He's like, Isn't this great? I'm like, This game's weird . And I didn't play it cuz I didn't own it. Um, and then I always had heard of the chainsaw guy. I even knew about the Chainsaw Game Keep Controller, which I've only seen once in person. You know,

[00:07:35] **Dustin Furman:** I remember that thing, dude. I remember seeing that game stop and being like, What is this?

[00:07:39] **Dustin Furman:** It's so cool. Like what is this? It's, how do you hold it?

[00:07:42] **Max Roberts:** I I could you just imagine playing smash or anything with it? It'd be awesome. .

[00:07:47] **Logan Moore:** They need to do it again for the remake. They really do.

[00:07:49] **Dustin Furman:** Has someone beat it with dark, played dark souls with the, the, with the chainsaw control? I feel like that's has to be out there.

[00:07:55] **Logan Moore:** That has to be a thing.

[00:07:56] **Max Roberts:** If they can do it with the dk bongo drums, they can do it with the chainsaw.

[00:08:00] Definitely. So I played just that part and then I knew you escorted the president's daughter around and I heard there was an island cuz I listened to original sound chat. They did an episode on four in Banjo Kazu and they talk about the plot of the game a little bit.

[00:08:19] **Max Roberts:** And, but really I had no idea. I didn't know there was a castle. I didn't know there was a tiny Napoleon man. Uh, I didn't know there was a Las Plagas virus in your blood. Nothing, man. All I knew was you were Leon and there's a village.

[00:08:34] **Logan Moore:** Okay. So that makes me the most experienced person here. And honestly, uh, I've played this game once prior to us recording this.

[00:08:41] **Logan Moore:** I played this before. I've told my story on this season of the podcast already, how I was playing through all of the games before re rule five came out. That was kind of my introduction, uh, to the series. By the time I got to reside World four in my series play through though, I was like, All right, this is the one that's gonna be not [00:09:00] necessarily good cuz I didn't dislike all the other ones previously, but it was the one that I thought was going to amp things up.

[00:09:05] **Logan Moore:** And I remember thinking at the time that I was like, I don't know if that was as good as it was hyped up. And now that I have played it again, I kind of feel the same way. Um, and I guess maybe we can segue this into our broad feelings on the game. I don't think this is a bad video game by any means. In fact, it's pretty darn good.

[00:09:26] **Logan Moore:** It's not aged the best though. And I think that's something we can touch on a little bit more, especially. I mean, we're gonna naturally talk about the remake. It's hard to talk about this game nowadays without talking about the remake that's gonna be out in what, five months or something like that. But yeah, this game I do not think is all that good by modern standards.

[00:09:46] **Logan Moore:** And it's kind of harder to go back to than I thought it would be. Um, I don't know if the same was true for either of you guys. Um, I think you get used to how this game operates the longer that you play it, but first couple hours there were especially a little bit [00:10:00] rough going back to, especially because there's so many modern ports of the game too.

[00:10:03] **Logan Moore:** Like I thought those modern ports would have some quality of life improvements and that's just not the case. So,

[00:10:09] **Max Roberts:** So before playing re before on PS4 or on the PS five, I guess whatever, in June, I started playing it in vr. I just wanted to try VR and I had a quest too. And so I played. almost all of the game.

[00:10:25] **Max Roberts:** Found out I was actually like one safe spot away from the final boss. Played the whole game essentially in vr and then started playing the regular port. And I think the first thing I text you, Logan, was these control suck. Yeah. Coming from fluidity of movement with an analog stick in VR where I can move and do whatever to tank controls, just felt really bad.

[00:10:49] **Max Roberts:** And I would've thought a PS4 port of the game would've given it proper dual analog controls or something. But yeah, I, I struggled definitely at the beginning of this game with, uh, [00:11:00] kind of the crustiness of the age of it a little bit.

[00:11:03] **Logan Moore:** Well, what's funny about that too, I, I, I have to mention this is when we did our, uh, Reside Evil one episode max, we played the remake, uh, the modern version of remake on PS4 and Xbox One, which does change the control scheme.

[00:11:17] **Logan Moore:** It doesn't do tank controls anymore. So Max has never done actual proper. 10 controls in a re evil game, and his first introduction to it was re evil four, which I found funny because that's the one where it's probably least apparent or at least, least, uh, annoying because it's from a different perspective.

[00:11:37] **Logan Moore:** So that was really funny to me to get that text from you asking what the heck the controls were and how does this work?

[00:11:45] **Max Roberts:** How do I run? Why am I aiming and stopping? How does this work?

[00:11:51] **Dustin Furman:** It's, it's funny hearing you talk about the getting used to it because for me, and I think I told you guys a little bit, um, in our discord chat [00:12:00] before in, in the weeks leading up is that when I started, I started with mouse and keyboard.

[00:12:05] **Dustin Furman:** Cause I thought this will be the way to get the most precise aiming. Uh, since I know the aiming is a little, uh, scurry a little dated at this point. I don't know what is going on with the mouse keyboard controls this game. Maybe there's a mod to fix it, but it's horrendous. It's so bad. So I decided, then I thought maybe I'll go old school and check out the we version, because a lot of people really like the controls on that.

[00:12:31] **Dustin Furman:** And unfortunately it just, I don't know. I have a pretty small C rt. Is wide screen, so it was like even smaller, like there's no full screen version. And then I even went as far to plugging in my Wii and trying it on my 4K tv. And it just, it looked horrendous, like absolutely horrible. And I thought, Okay, I just need to, you know what, we're, we're talking about this game.

[00:12:56] **Dustin Furman:** I'm not gonna get a game Cuban play it that way, but I will try to [00:13:00] do it in a more authentic way. So I played it either on Steam deck or on PC with a controller. Okay. And I, I considered that HD mod, which I think that, uh, we'll talk about that at some point, but I couldn't get it to work, which usually I'm pretty good at mod stuff like that, but it, it consistently didn't work.

[00:13:17] **Dustin Furman:** So I was like, you know what? Authentic experience, no HD mods using the controller and Yeah, the aiming the first few hours, you're like, man, What is happening here. But it is a thing that I think by the end, you kind of, I don't know if your brain adapts, you just kind of get used to it. And I've always thought that, um, or I've not always thought, I've always heard that the controls were not as good as people remember.

[00:13:42] **Dustin Furman:** And I've always wondered with people that, you know, swear by this game. And I think that it is a good game for sure. But I think there is some rose tinted glasses. Looking back, particularly in the control department,

[00:13:54] **Max Roberts:** I dabbled in the we version just kind of to the village part cuz I wanted to see what the pointer controls were all about [00:14:00] and I'm So, they were way better than control wise.

[00:14:05] **Max Roberts:** Oh yeah. Then the dual sense or anything like that, I. I wish I could have played with those controls, but in a prettier way. You know, it just, Right. I don't understand how these modern HD ports haven't updated at least control scheme options or something cuz it just feels so stilted.

[00:14:23] **Logan Moore:** I, I wonder what the process would be like to add the motion controls from the we version to like a switch version, because the switch does have those same elements in it that you could use with the JoyCon, and I'm, again, it, the ports they've made of this game over the years have been fairly lazy.

[00:14:39] **Logan Moore:** Honestly. Like even the PS4 version, it straight up doesn't have subtitles unless you are, uh, unless it's not the English version and then they put subtitles up and if it's, uh, in a different language, which is truly strange. Um, I mean I guess that makes sense, but it's still weird that there's just, they did the subtitle work, but then they don't include it in [00:15:00] the English release of the game.

[00:15:01] **Logan Moore:** So like Yeah. The, the ports of this game over the years have been. Incredibly bad. Which is funny because again, now they're remaking it, and so they're trying to rectify those things. But yeah, it is strange that this game has continued to be so fond in the, in the minds of many, even though CalCom hasn't really done too much to continue cementing its legacy, it feels, it feels like an old game by many standards.

[00:15:27] **Logan Moore:** Um, but yeah, there's more they could have done with the various ports over the years. Talking about the game itself a little less broadly, I did wanna start naturally with the opening of the game because I think that's one of the best parts of the game overall, is just slowly entering the village and those first couple hours, even though you are trying to wrap your brain around the controls, and that's kind of sticking out.

[00:15:52] **Logan Moore:** I, I think the opening and just entering the village and first coming across the, what is it, The lost PLAs, uh, the zombies or whatever you, [00:16:00] I'll just call 'em zombies the rest of the time because it's easy, uh, coming across all them and. getting used to how the combat's gonna work in this game. I, I think that is very much one of the stronger aspects of Reside Evil four as a whole.

[00:16:13] **Logan Moore:** And I feel like the rest, I wish the rest of the game would've kept up some of the tonal elements that are seen there in the early hours because it is very eerie and it's very haunting in some ways. And the later, the later aspects of the game go towards more towards Campiness at times, which I like because I feel like that's very much a core feature of the Reside Evil series as well.

[00:16:36] **Logan Moore:** But I do like this the way that this game gets off the ground and I wish it would've leaned into that a little bit more at times. How, how did you guys feel about the opening?

[00:16:46] **Dustin Furman:** I feel like, uh, one of the best parts about the opening is getting reintroduced, I guess to Leon. And it's funny cuz I was, what I was thinking about it maybe.

[00:16:56] **Dustin Furman:** Totally wrong about this, but thinking about, well, [00:17:00] since this game came out in what year? 2003. Oh, no, five. Okay. Mm-hmm. . So 2005, that's kind of in the era where you have like, emo is a thing and like, I don't know, like sad boy type characters. And Leon definitely kind of has a little bit of that, that vibe.

[00:17:17] **Dustin Furman:** You know, he's been through this horrible incident and now he's, you know, in a, in a foreign country and he's got like, you know, the cool jacket, Where's the blacks, you know, outfit and stuff like that.

[00:17:27] **Logan Moore:** That jacket is still so cool.

[00:17:28] **Dustin Furman:** It is, Yeah. Oh, is awesome. Definitely. And I was, what's funny about it, and they're remaking it, and now this kind of, I, I just was thinking about like, okay, we have like Emo Bruce Wayne now in the Batman, the kind of like this, like aesthetic coming back and like Leon totally fits that once again.

[00:17:46] **Dustin Furman:** And now they're like remaking it and, uh, I don't know. I don't, I was trying to figure out like, what is. Leon is probably of the reservable games, like the coolest character to me, and I don't really know what it [00:18:00] is about him that makes him so cool. Like I, I don't know, like he's not like a big, tough guy like, like Chris is, but he's like very capable at the same time and I, I don't know.

[00:18:10] **Dustin Furman:** He's super cool.

[00:18:12] **Max Roberts:** He's suave, kind of like, he just strolls in and shoots things around. Has cheesy, cheesy one-liners. Gosh, you could probably fill a book with just his one-liners from the game. He just, yeah, he just has a cool edge. He's, he works for the president somehow. We, we go from rookie cop day one.

[00:18:35] **Max Roberts:** Zombie outbreak town to I am the sole operator to save the president's daughter in Spain. Something happened between two and four.

[00:18:44] **Dustin Furman:** They're not sending in the seals. They're not sending in the mil, They're sending in Leon s Kennedy. Yeah. To say.

[00:18:50] **Max Roberts:** And I think that adds to his cool and the way he sits in the back of the car and the cops are talking to him and stuff.

[00:18:55] **Max Roberts:** It's, I'm too cool for you here. I'll help a dog. [00:19:00] And then he, you know, he, he rolls and leaps out of buildings and Cool. It's just, he just does cool things.

[00:19:07] **Dustin Furman:** Dude, it's the roundhouse kick. Oh, yeah. Like that, that, uh, he just consistently and jumping out. Yeah. You mentioned the jumping out of windows. That was something that when I was replaying, I was like, Oh, yeah.

[00:19:17] **Dustin Furman:** He's like always jumping outta stuff, kicking stuff. And it's interesting too, just comparing this to the previous reasonable games, and it's weird because this Reasonable four is clearly the one that fans love the most, but in some ways you can kind of view it as the, the beginning of the dark times of Resume Evil, because Absolutely.

[00:19:40] **Dustin Furman:** Yeah. This is when, um, the games primarily became at action games over, um, survival Horror, which there's still some of that in here, but, um, yeah, it, it was weird. This was a turning point for the series that was really good. But the two games after were too much in that turning point.

[00:19:58] **Max Roberts:** I've, one of the things I wrote down [00:20:00] was what makes this.

[00:20:01] **Max Roberts:** A resident evil game. It kind of, it lacks the B horror, I think, to a certain degree. And the obtuse puzzles, there's no really challenging puzzle in this game. And zombies, I know Logan, you said you were gonna call him zombies. It's not zombies. It's like a mind control parasite. And there's bugs now and visible bugs like we've traded zombies for and wolves for bugs and mind control.

[00:20:27] **Max Roberts:** And we went way into action. And so what makes this resident evil, Leon Ada

[00:20:37] **Logan Moore:** sort of, they, they throw a lot of things out the window. Like that's, I think the reason why people do like this game so much is because it kind of stands on its own. It's called re Evil four, but it really has nothing to do with the games that came before.

[00:20:49] **Logan Moore:** It umbrella's not a presence much at all. Uh, Wesker, who is the ongoing bad guy, is not in this game. Uh, I mean, this game even takes place after co [00:21:00] Veronica. Which has a lot of crazy narrative stuff going on, and then it just tables all of that until Reside Evil five. So like there's a ton of lingering plot threads that they could have poked at here in Reside Evil four that they just blatantly chose not to.

[00:21:16] **Logan Moore:** Um, and I think that's one thing that helps the game stand out. And one thing that makes it still feel easy to go back to is that it doesn't have this lore backstory that you need to know other than just, Oh, here's this guy Leon, he's, yeah, he's from the previous games, but there's not much you need to really know about him.

[00:21:33] **Logan Moore:** That being said, I do think it is very funny. Um, we mentioned it that they decide to table all of this, uh, backstory in lore from the previous residential games and they're like, Well, let's start over. What is the core of this game that we can make it about? Let's make it, uh, Leon saving the president's daughter.

[00:21:48] **Logan Moore:** It's just the most outlandish thing they could have come up with. And obviously that leads to other things and there's new villains that show up and new viruses and stuff, but it is, it is funny that they chose not to [00:22:00] go off and use an offshoot of one of the previous games, some of the narrative threads that may have been placed there, and they just kind of go in a completely different direction.

[00:22:07] **Logan Moore:** And then obviously they tie it all back in, uh, later on. Uh, I wanted to talk about some of the other characters with you guys. Outside of Leon though, we've got, uh, Ada is the big returning character in this game from the previous installments, which I don't know how much we have. I don't have a lot to say about her personally.

[00:22:28] **Logan Moore:** I, I guess specifically I, I wanted to, I wanted to hone in on the villains though, um, because I think one of this game's rough spots when it does come to the storing characters is the villains. Uh, the, the antagonists are far weaker in this game than I feel like I remembered. I like Salazar because he, again, is, outlandish and absurd of a character.

[00:22:51] **Logan Moore:** And I was greatly interested in seeing how they would go about implementing him in remake. And they kind of teased him in the most recent trailer for the game that I, I [00:23:00] think we saw about a week ago. So that was fun. Uh, but yeah, this Napoleon looking little boy is one of the big villains of the game, and he's probably the most, I guess the final villain.

[00:23:11] **Logan Moore:** I can't remember his name. The final boss of the game. I don't know if either of you guys,

[00:23:16] **Dustin Furman:** it's,

[00:23:17] **Logan Moore:** he's, he's throughout the entire game, but I feel like Salazar has the greatest presence. Sadler. Sadler. That's right. That's it. Yeah. I feel like he has, Salazar has the greatest presence throughout the game. Uh, he's the one that I feel like the game centers around the most, more often than not.



[00:23:32] **Logan Moore:** Um, yeah, I don't know. There, I'd say there's what, three or four main villains? There's Sadr, there's Salazar, there's. What's his former partner? The tall guy? Yeah. Yeah. Mendez. And then what's uh, his former partner's name? Crower. Crower. Those are about the four main bad guys in the game. Where did Crower come from?

[00:23:52] **Logan Moore:** That's a good question. Maybe we can,

[00:23:53] **Max Roberts:** Krauser was made up for this game, right? Because Yeah, he looks straight up like a Volgin for Metal Gear Solid [00:24:00] three. I was like, and this came out after Metal Gear solid three, just saying, you know, its like I'm getting major Volgin vibes from this guy. Um, I didn't know if I was supposed to know him cuz he knows Ada and Wesker, but I don't remember.

[00:24:16] **Max Roberts:** So it just felt like they made up, which I mean is fine, make up backstory and stuff for your characters, but it did, it felt like I should know him and I had no idea.

[00:24:26] **Logan Moore:** Well, he comes about so late too. His inclusion is, I think he arrives like near the end of the fourth. There's five chapters in the game.

[00:24:33] **Logan Moore:** And I think he doesn't show up until like the end of the fourth, I wanna say. And they, they, yeah, they just present him as this person you're supposed to know from Leon's past and you really don't. And then some of his moments in the game, like I think of the, uh, the big QT sequence, which happens, which is not thrilling by any means.

[00:24:52] **Logan Moore:** Um, and that's like one of the only boss fights that you really have a big, uh, qt, uh, section with. I don't know what, [00:25:00] Did you guys guys have any strong or, uh, positive or negative feelings about the antagonists in the game? Because I really felt that they were quite flat, especially compared to some of the other villains in the previous reside games, which I think is more often than not a strength of the series.

[00:25:16] **Dustin Furman:** One of the things about Sadler that kind of took me out of it was, I'm pretty sure that guy is one of the main voices in Skyrim . And he sounds exactly like all the noise. Didn't know what you're talking about in Skyrim. Yeah. And I was like, Mm, take an arrow to the knee. Like that's seriously when I heard him talk, like it made me laugh for a second, I was like, Oh, it's that guy.

[00:25:34] **Dustin Furman:** Um, you, something about the villains. It's weird. Like there's the, I thought that the coolest villain villain, which I also can't remember his name, is the guy that's the, the leader of the village. Like the guy in the big trench coat from the beginning that, that injects you with the, the parasite. I thought he was cool.

[00:25:52] **Dustin Furman:** And then he, once you're done with the village, he's kind of out like you take him out. Um, it's almost like, I guess each section, I guess, would have its own [00:26:00] villain with, um, uh, the, the Napoleon guy being the, the villain of the castle area and then ending with Saddler and the, the QT fight that you were mentioning.

[00:26:10] **Dustin Furman:** But yeah, the thing about ADA too, and I think what, what's funny about this game overall is that I, I played through it all and then earlier today I watched like one of those recap videos with all the, the story and stuff, and I was like, Man, there's, How did I not, I don't know if there were certain things I didn't pick up and read, but the way they connected some of the stuff like, Oh, Ada is working for this person.

[00:26:35] **Dustin Furman:** They're trying to get the virus. Uh, well, she's working for Wesker, right? She works for we, and they're trying to get the, they're trying to get all the viruses for reasonable, which is then led into reasonable five and stuff like that. Mm-hmm. . But it's weird because this game, it's not like, , it's very upfront with its story.

[00:26:51] **Dustin Furman:** It has cut scenes, It's not cryptic or anything, but a lot of the lower details are hidden behind notes and stuff listed like beside like a [00:27:00] checkpoint or SafePoint or something like that. It was weird just cuz I felt like some of this stuff is really interesting and I wish that it was integrated into the story in a more meaningful way than reading a piece of paper.

[00:27:11] **Dustin Furman:** But that's not really anything new, I guess for Resin Evil. Like thinking about, uh, Presumable Village. A lot of the lore at the end is connected through stuff that you read. Yeah, I thought that was kinda interesting.

[00:27:23] **Max Roberts:** And they did the same thing in seven too. There's like a little lab you go through in the minds in seven and Right.

[00:27:28] **Max Roberts:** Suddenly everything's connected to umbrella out of, you know, out of nowhere. Which was the point I guess in seven. Did either of you play the ADA mission stuff? Uh, separate ways and something else? I forget the other name of it. I dabbled. I

[00:27:43] **Logan Moore:** did not, I've been meaning to, but I just have not had. time.

[00:27:48] **Max Roberts:** I thought, I thought that was kind of interesting that they add that stuff later.

[00:27:52] **Max Roberts:** She doesn't really play any different. It's the same thing. She's just in an adakin. So I wonder if some of the lore stuff is, I didn't finish it, but [00:28:00] I wonder if some of that's explored there as well. Possibly. I'm not, I'm not quite sure.

[00:28:05] **Logan Moore:** Yeah. And one of those offshoots I know, um, I think it's the shorter one of the two.

[00:28:10] **Logan Moore:** There's one that takes about, I wanna say like 30 minutes to be in run through. And it's more of like a gauntlet style mission where you've just got a bunch of foes coming at you at once and you gotta get through. Is it mercenaries? Uh, I don't think it's mercenaries. It's one of the, it might be the ADA's mission, cuz there's one, I think separate ways is the one that's like a full new chapter of the game.

[00:28:32] **Logan Moore:** And then there is ADA's mission, which I think is like her trying to escape the island. Island and exfiltrate. And I believe when you get to the end of that one, she hops on a helicopter. And there's a brief cut scene of her talking to Wesker. And so Wesker does make an appearance in this game somewhat briefly, and that kind of sets the stage for Reside Evil five.

[00:28:52] **Logan Moore:** Um, so there is some larger storytelling threads that do come up in this game, but yeah, they're hidden away in some [00:29:00] fascinating ways. Like it's like they were trying to be very intentional with making this game feel like its own thing. Did you play separate ways by Chance Max? That,

[00:29:13] **Max Roberts:** uh, according to the Wikipedia page, that is the larger edition, I played two chapters of that.

[00:29:17] **Max Roberts:** Yeah. So that had me going through the village area again, kind of go down and you kind of see what's happening to Leon and Luis while ADA's running around doing whatever ADA does. So I didn't finish it, but I got to play a little bit. It's interesting. It's more challenging, I think, which makes sense.

[00:29:34] **Max Roberts:** It's an add-on for, you're supposed to play after you play the game, so you should be pretty familiar with it at that point. It's cool to play. As ada, you know, it makes sense. Yeah, I like the inclusion of the DLC and stuff there, which I think five and six also have dlc if the boxes and stuff are anything to indicate that.

[00:29:52] **Max Roberts:** So I, I'm noticing that re Evil has a history of adding one off stories in DLC and stuff. [00:30:00] Cuz you talked Logan about in seven, how there's the whole thing in the minds with Chris and that explains what happens to Jason, the son, whatever his

[00:30:09] **Logan Moore:** name was. No, it's not Jason. It's, uh, can't remember but yeah, uh, Lucas is his name.

[00:30:14] **Logan Moore:** Lucas.

[00:30:14] **Max Roberts:** So, yeah, Lucas Baker. It's interest, It was cool but it wasn't compelling enough for me to keep playing it. I, I guess I should say cuz I felt like I had had enough at that point.

[00:30:25] **Logan Moore:** I mean, speaking more directly to the remake, it is one of those things that I wonder if Capcom's going to look to, uh, remake as well, like the ADA campaign and, uh, the, the secondary modes that were part of this game, because that is something that they did in the re world to remake.

[00:30:41] **Logan Moore:** They brought back the, uh, the mission with tofu and, uh, what's the other person's name? Hunk. Is it Hunk? I think, uh, that sort of, that sort of gauntlet style mission where you're trying to get out of Raccoon City and you're killing all the zombies that are in your way. Uh, they, they remade some of those.

[00:30:57] **Logan Moore:** I'm wondering if they'll do the same [00:31:00] thing with the ADA campaigns here. Possibly.

[00:31:03] **Max Roberts:** They did not remake them for the VR version,

[00:31:06] **Logan Moore:** so they didn't. Okay. Well,

[00:31:08] **Max Roberts:** no, armature did not. So, Hmm. I mean, it's all, it's possible that they could, Maybe that's what the PS VR two part of revenue will for is cuz they've teased something is happening there.

[00:31:20] **Max Roberts:** So maybe there's. and Ada, that ADA stuff is the VR part. Smaller scope without being the whole game in vr. I don't know if there's any contractual issues there having,

[00:31:31] **Logan Moore:** I don't know if the gamers would like that. I feel like they're gonna wanna look at Ada while they play the game.

[00:31:36] **Dustin Furman:** Mm-hmm. .

[00:31:38] **Max Roberts:** No. Yeah, that's, Especially with the dress and everything, I've, Yeah, I'm sure people would complain about that.

[00:31:45] **Max Roberts:** I've, I've already seen complaints about how she, you know, looks like ada. So

[00:31:50] **Logan Moore:** while we're talking about characters a little bit, um, I did wanna, Max, I think you mentioned Luis. Uh, we've not talked about Luis and Ashley too much, who I feel like are the two other, [00:32:00] uh, main protagonists of the game. And I guess Hunnigan too is sort of there and then she's not there and then she comes back in at the 11th hour.

[00:32:07] **Logan Moore:** Um, Ashley I feel like gets a lot of hate in this game and she is pretty darn annoying, but, I didn't find her to be that bad throughout this game. Since she, I mean, she's supposed to be a kid. I feel like most of how she's written and acts in the game would be the actions of an annoying what, like president daughter, 16 year old?

[00:32:30] **Logan Moore:** Yeah. A a wealthy, 16 year old teenage brat who's put into this situation and it is hammed up a bit, but I didn't think it was too over the top. If, if I do have a bone to pick with any character though it would be Luis. I feel like he just kind of doesn't serve much of a purpose. And then is unceremoniously killed kind of out of nowhere?

[00:32:51] **Logan Moore:** Uh,

[00:32:51] **Max Roberts:** I think a lot of the cool lower backstory stuff that Dustin's talking about, Luis's whole backstory is told in memos how he's in there, like [00:33:00] figuring out, I wish that was explored a bit more. He has some relationship with Ada. I think that's actually where I stopped in separate ways is they meet outside of that barn when all the villagers rush you in there.

[00:33:12] **Max Roberts:** So, He kind of is just a weird, crazy man who hits on women and then all of a sudden dies with a giant insect thing through his chest. So I feel like there's more potential to explore Kim, but he's just kind of there.

[00:33:30] **Dustin Furman:** What's funny about Ashley is that, so, uh, in the end, there's the part I'm trying to remember, she like basically straight up hits on Leon.

[00:33:40] **Dustin Furman:** Yeah. Which she kind of does throughout the game, and I'm like, this is weird. Mm-hmm. and I looked it up apparent. According to the Capcom fandom, it says she's 20 years old. But I'm wondering if that's one of those situations where afterwards like, Oh yeah, yeah, yeah. She's 20. She's 20. It's like, I don't know about that, but I, I expected [00:34:00] Ashley moment.

[00:34:01] **Dustin Furman:** Yeah. I expected it to be way more annoying. Also, just because you, that's one of the things about this game is you hear about like, oh, taking care of Ashley's so annoying. I think in, um, uh, when they were making Bioshock Infinite, Ken Levine talked about Ashley being like an inspiration for, um, Elizabeth, Elizabeth, but they wanted specifically her to not be annoying.

[00:34:24] **Dustin Furman:** That instead of having to protect her, she helps you out. Uh, so I expected it to be way worse because of hearing things like that. And then overall, I mean, yeah, she can be annoying, but for the most part they seem to do a good job where you can, like, she can hide in a box if during like an intense combat part.

[00:34:43] **Dustin Furman:** And then if she gets picked up or something, you can pretty easily get her back. But, um, I do feel though, despite. There would be the sections where you would play and she would follow you around. Anytime she got taken away, I was like, Oh, thank you. Like I just don't even want to think about it. [00:35:00] Like I get what the intent was.

[00:35:02] **Dustin Furman:** But it, I think ultimately is more annoying than, than fun to have her around.

[00:35:08] **Max Roberts:** Yeah, she, it never felt like an escort mission. I guess. They designed at least that part of it where I didn't feel like I was telling her to follow or stop too much, and when I did it was just stop at the bottom of these stairs while I go deal with stuff and then I'll come back and or tell you to come follow me.

[00:35:28] **Max Roberts:** So I think they did a good job of having her stick to you fairly well and not be too annoying in that regard. She's mostly annoying, I guess, in the scenarios where she is being kidnapped or in, she's gotta go spin the lever or lift the lever, or she's stuck down below and you have to snip to save her.

[00:35:47] **Max Roberts:** But that's just gameplay scenarios, not so much the moment to moment with her following you around. So the thing about Ashley and Leon, I guess, is they're both [00:36:00] infected with the las plagues, but that never feels like a threat at all. There's, they cough blood once, but there's this pressure of if you don't do it, you'll turn into a mind controlled thing.

[00:36:13] **Max Roberts:** And I guess Ashley is mind controlled by Sadler there for a moment at the end. But this plot thread of you will turn into one of the villagers didn't feel like it had any weight to it. And so it kind of removed, I think, some tension there, especially with the whole plot being we're gonna infect the daughter, ship her back to the United States, and then control the president.

[00:36:38] **Logan Moore:** That's such a good, that's such a good an idea like, oh yeah, we'll just kidnap the president's daughter. No one will think anything about it and we'll ship her right back and yeah, no one will think twice about what we did in that, in between time. Yeah. I, I didn't, I don't think she's, I, I didn't think of her as an escort mission either.

[00:36:58] **Logan Moore:** And I think a lot of that is because [00:37:00] you can tell her to hide in certain places and then call, you can call her from anywhere on the given map or level or whatever where you're at, which I think is really nice cuz a lot of games from that area, you have to go, like physically approach the person that you are escorting and like do a manual prompt right.

[00:37:16] **Logan Moore:** When you're right next to them.

[00:37:17] **Max Roberts:** It's kind of like a horse in breath of the wild, like you whistle and it just shows up. Like she kinda just not to say Ashley's a horse, but she, those mechanics at least are on the appealing side instead of uh, being too fetch questy.

[00:37:32] **Logan Moore:** Yeah. I didn't find it to be that cumbersome, to be honest.

[00:37:35] **Logan Moore:** I do agree with you though, with what you were saying about. Uh, her and Leon and how there never feels to be any sort of stress within the story of the game. I mean, it's beat over your head a lot that, Oh, Leon's infected and so is Ashley, and you have to, you're racing against the clock, but there never feels like there's any sort of stakes in that regard, and that instead you're more preoccupied with just fighting off the enemies that are directly in [00:38:00] front of you and facing giant trolls and fish monsters and whatever the heck else you run across on this, uh, island, or I guess not an island, but wherever country

[00:38:12] **Max Roberts:** could be part of it. This hidden part of Spain, it

[00:38:16] **Logan Moore:** looks like the remake is, I feel like everything we talk about here, I'm gonna naturally like, point to the remake and say, Oh, what's hard? You listen in this game. Yeah. It is very hard not to, I, I feel like the remake, that's one of the things they could do in the game that could make it, that could make it storyline a little bit more compelling is to lean into those moments where they're, where they, or show just how they are infected.

[00:38:36] **Logan Moore:** Not maybe through gameplay. I don't know what that would look like. I guess I don't want like a far cry two situation where you're trying to pop pills every two seconds and your vision's getting blurry and stuff. But yeah, there's probably some interesting gameplay things that, and story things they could do in the remake with that idea.

[00:38:51] **Logan Moore:** And I think it is one of the more interesting aspects of the game story, but it's just, it's just kind of there and they, they don't ever do anything with it. [00:39:00] Um, and so yeah, I would, I would love to see that changed in the future before we get, I, there's a lot of like mechanical things I wanna talk about with this game and a lot of things that I think are very influential and some core re evil staples.

[00:39:14] **Logan Moore:** We'll get to that in a second though. Um, I do want to talk about the various areas in the game and kind of how the game is segmented. And we've talked about the opening village that makes up the first chapter or so of the game. Uh, and then there's the lake and the castle, and then you get the final island that you're on and stuff like that.

[00:39:33] **Logan Moore:** I guess just broadly, what was your guys' favorite part of the game? Uh, did you have any, any, any favorite area? Any least favorite area? And how did you feel like the game flowed from one space, uh, to the next? Because if there is any, One thing I do wanna give this game a lot of credit for, it's that it's pacing is pretty stellar.

[00:39:53] **Logan Moore:** Like this game keeps things going. I, I never felt like there was a lull at any point in this game. Max is shaking your head and so I would love [00:40:00] to hear what you think the lull is in the game or the castle's too long. Oh, but that's the best part of the game. I think

[00:40:07] **Max Roberts:** it's too long. Well, it's that or drop the island.

[00:40:10] **Max Roberts:** It's too long. The castle is, it's a long stretch and I don't know, I just didn't wanna be in there anymore after a.

[00:40:19] **Logan Moore:** You didn't like Salazar, you didn't like talking to him on your, uh, metal gear codex, which is just a blatant ripoff.

[00:40:25] **Max Roberts:** Yes, it was. I, I did write that down. I said, When did we get, uh, metal gear, solid vibes with the calls?

[00:40:32] **Max Roberts:** I just think the castle's too long. Like you get, you get the president, you get Ashley, and you go, you hide in the castle, and then the flow was move through the castle. Then you're separated from her. Then Louis dies. You're finding your way to Ashley. You get her back. You play as Ashley for a little bit.

[00:40:53] **Max Roberts:** You run through, there's the sewers with the bugs. Then there's the sewers again with the second in command, and then [00:41:00] the tower at the, at least this castle just never stops and there's a, a rail car or Oh, yeah. Whatever you call it. With this, it's just, there's a lot of parts that make up a castle and.

[00:41:13] **Max Roberts:** Just kind of felt like we did the castle thing pretty good and it just didn't stop. And if that kills the pacing, I think for me, especially if we're gonna keep bouncing around, I don't,

[00:41:24] **Dustin Furman:** in some ways I feel like I can agree that the ca the castle at some points I feel like does feel a little long, but I do feel like the castle feels the.

[00:41:34] **Dustin Furman:** Traditional re evil part of the game. And I think for me, I think that's what makes it my favorite part is just the different environments. The, the, the creepy paintings. I think the enemies with the hoods and stuff like that are Yeah. Are really cool in the castle. It's, the thing that was, is been interesting in playing through all the reasonable games, and I've played, uh, seven and I've played Village, is that they all seem to [00:42:00] have like a similar final act problem where you're in some kind of dingy lab, uh, less so on village, but like, or some kind of dingy, more industrial environment that just gets old way quicker than the other environments like the island.

[00:42:16] **Dustin Furman:** I don't know. It's not even that it's. Hard to to navigate. There's like the one section where you kind of have to back trace in order to get the different key cards and stuff. But, um, I just from a visual perspective, I thought that the island was the, the least interesting part. Um, yeah, the, and I think that, again, gravitating to talking about the remake again, is that I think that that's one of gonna be, probably one of the ways that they can really improve on this game overall is that this game is already set up for the new, I guess comparing it to village.

[00:42:50] **Dustin Furman:** It can be set up kind of in the same way as village, where there's the castle part, there's the doll house, there's the section at the end, and they're kind of all like these. I don't wanna say [00:43:00] miniature open worlds, but miniature levels with each containing puzzles and separate enemies and stuff like that.

[00:43:06] **Dustin Furman:** There's like, it's easily expand upon where you can do like a, a village section that has more puzzles, more enemies, whatever. Um, and then moving onto the castle where you can have tons more puzzles and stuff like that. And more, I guess the main thing that would make this game more resin evil like, is getting items and unlocking different areas.

[00:43:26] **Dustin Furman:** Kind of like that metro Avenia style aspect where you can unlock and back trace throughout the castle. I think that's one of the most interesting aspects that they can improve on for that remake.

[00:43:37] **Logan Moore:** Yeah, the castle was my favorite for a lot of the same reasons you said Dustin. It felt inherently re evil.

[00:43:43] **Logan Moore:** I, I think that, I think a lot of the horror vibes, like I mentioned, were up front with the village, um, and then those sort. Drop in the castle, but it, it then becomes more resonate evil in terms of like iconography and stuff like that with the setting that you're in. And you mentioned the people [00:44:00] in, uh, I guess the hooded robed people aren't necessarily classic re evil per se because the games up until this point had largely just been in Raccoon City, but it feels very much part of this world at the same time, and it feels entrenched within what Resident Evil is.

[00:44:16] **Logan Moore:** And so I, it feels, it's like the coziest part of the game to me. Uh, and yes, I think it does take a long time to get through Max, but I guess conversely, like I, it's the part of the game I like the most, so I'm fine with it being a little bit longer. Also, I will say, I think it does a good job of mixing up the spaces that you're in within the castle.

[00:44:38] **Logan Moore:** Like you gave a rundown of everything that happens from start to finish within the cast. I mean, I don't think you can deny that there's, that's that stuff too. Yeah. I don't think you can deny that there's at least a ton of variety over that span of time. Like it's not just castle corridors that you're running through and killing enemies mindlessly, like they're, they're constantly putting new things in front of you.

[00:44:58] **Logan Moore:** And, uh, I do [00:45:00] like the backtracking aspects of it because it, it kinda keeps you thinking about, Well, I can't access this over here. How am I gonna do that later? And the game is, for the most part, pretty linear. So you are going to come across every offshoot path on your own, throughout the course of the game.

[00:45:16] **Logan Moore:** Um, so in that regard, there's really nothing. There's really no, like, discoverability in the game. There's really nothing that you need to do, uh, that the game isn't going to do for you as long as you play it to completion, which is, again, one thing that I think they could improve on in the remake. But yeah, the castle is the area that I like the most.

[00:45:35] **Logan Moore:** And conversely, the part that I dislike the most is the island , similar to Dustin. I think the reason I don't like that is because it just feels like it's, the game is very much bottlenecking towards the end. And so they, they need to, they need to condense some things down, but at the same time, then they introduce trouser who feels totally outta place and there's an entire boss fight there with him.

[00:45:57] **Logan Moore:** Um, and I actually like that fight. Not the [00:46:00] QT one, but the one where he's sniping you and you have to run up the tower and stuff, and then you fight him up on the deck. I, I think that's a pretty fun fight overall. Um, it is one of the better boss fights in the game. And we can talk about bosses here, uh, in a bit.

[00:46:13] **Logan Moore:** That's one thing I wanna do. Other than that though, I think the other thing about the island I, that I really dislike and it stands out to me a lot, is the sequence with the helicopter that feels totally not resonate evil at all.

[00:46:25] **Max Roberts:** That's the action over the top part. Yeah. It's just, I, I don't even know why you have to fight.

[00:46:32] **Max Roberts:** Your way through. It feels like you should just walk through to the end. Yeah. Cause the helicopter just kills pretty much everyone in front of you. Mm-hmm. , uh, it, it was whatever, and then it just blows up onerously at the end.

[00:46:43] **Logan Moore:** Yes,

[00:46:43] **Dustin Furman:** dude. That's a good part though, because that's one of the, my favorite parts where the helicopter blows up and, and Leon's, like, my s like, Who's Mike?

[00:46:53] **Dustin Furman:** This guy .

[00:46:56] **Max Roberts:** Oh. I will say about the island, at [00:47:00] least. The start of the island is scary again when you don't know how to kill the regenerators. Oh yeah, Yeah. And you're in this lab and you, you have to figure out your way through it and you need key carts that feels re evil to me. And then they give you a thermal scope and you've, the regenerators are not a problem at all.



[00:47:21] **Max Roberts:** I will say though, When I played that the first time in vr, I did not get the thermal scope. I just never opened that box. So I couldn't kill regenerators. And so I was actually very scared of them each time they showed up. So I do appreciate at least them dabbling back with the horror after such a long actiony portion of the game.

[00:47:44] **Max Roberts:** I mean, there's even an offshoot in the castle where you do like fight things in a lava room, like there's just a lava room in the castle. So I like going back to horror, but it quickly goes back to the action with the, the helicopter and the fights and all that stuff. So I like the scary [00:48:00] stuff

[00:48:01] **Logan Moore:** I the labs or another thing and another part of that island section.

[00:48:05] **Logan Moore:** But it does feel intrinsically resident evil. I, anytime there's a lab section in any of these games, I feel like it's. It has to happen. Like it's part of a re evil quota that Capcom puts in place or something like, Oh, we gotta put a laboratory section in place so we can explain where all these zombies and, uh, mutants and monsters came from.

[00:48:24] **Logan Moore:** So that part of the game I, I did enjoy, but once it Yeah. Gets more to the helicopter type stuff wasn't my favorite. I do wanna give a shout out to the lake section though. Um, because it feels wholly unique compared to everything else, like the village stuff. I think there's similar vibes you can get in other games.

[00:48:42] **Logan Moore:** The lake, I feel like is the most different part of this game for both better and worse because this is also the section where you get trolls coming and attacking you, which doesn't make a whole lot of sense, but, you know. Sure. Um,

[00:48:57] **Max Roberts:** but there's also a giant alligator fish thing. [00:49:00]

[00:49:00] **Logan Moore:** Yes. And you gotta throw, and that hooks at it giant, uh, spears at it or whatever.

[00:49:05] **Logan Moore:** And,

[00:49:06] **Max Roberts:** and at this point, in re evil giant monsters really weren't a thing outside of. Nemesis. Right? Uh, like

[00:49:14] **Logan Moore:** huge. For the most part. For the most part, I believe, but I can't remember what's in code, Veronica, honestly, so,

[00:49:23] **Max Roberts:** Well, I haven't played that one yet. That's coming up.

[00:49:26] **Logan Moore:** Me neither. Yeah, I don't know. Did you guys have anything to say about the lake in particular that stood out other than maybe the bosses and stuff like that, that are at this point,

[00:49:34] **Dustin Furman:** I will say that I do appreciate.

[00:49:38] **Dustin Furman:** Speaking about the lake and some of the different bosses, or I guess almost just sections that this game does do creative things here and there that I, I some like specifically thinking about either the, the battle with the, the fish monster in the lake, whatever that thing is, is, is kind of an interesting thing that you don't do anything like that in the rest of the game.[00:50:00]

[00:50:00] **Dustin Furman:** The part when you're held up in the house, uh, taking on the, you know, the hordes of enemies for, as you know, minutes at a time. Yeah. And then there's the mind cart section. All of those are really interesting ideas and I'm glad they're in the game. Some of them, particularly the mind cart one I was getting really frustrated with.

[00:50:18] **Dustin Furman:** I was like, this is cool. I, it's, if we're gonna do action stuff, it might, as might as well be stupid and over the top. But I was, man, I was just getting so frustrated with that part. Like, I think I had to do that part like three or four different times.

[00:50:30] **Max Roberts:** I had to do that with the house. I just couldn't get through. The swarm of enemies.

[00:50:35] **Logan Moore:** I was watching your, uh, upstairs VR stream when you were doing that. Mm-hmm. . Cause you were streaming miserable. I'll find that. And you were getting your butt kicked. .

[00:50:42] **Max Roberts:** I was getting my teeth kicked in by those zombies in that house. It was rough. I will say though, VR bow awesome. If you're, if you don't get motion sick.

[00:50:52] **Max Roberts:** Throwing, shooting the spear gun at the Giant Fish thing is awesome in vr, so I definitely recommend that part of the game. There's [00:51:00] one thing I feel like it kind of fits here with the world because he's everywhere. We haven't talked about the shopkeeper.

[00:51:08] **Logan Moore:** Oh yeah.

[00:51:08] **Dustin Furman:** Yeah.

[00:51:09] **Max Roberts:** It's very important. What do you buy guys?

[00:51:10] **Max Roberts:** What are you buying?

[00:51:12] **Logan Moore:** Well, this kind of segues well, because I was going to, I wanted to start talking about the weapons and, and also the inventory management system. So it's,

[00:51:20] **Max Roberts:** There you go.

[00:51:21] **Logan Moore:** Thank you for setting me up. I got some rare things on sale. Stranger. Yeah. The, I think it's funny that the shopkeeper is honestly the most iconic character from this game other than Leon.

[00:51:32] **Logan Moore:** Uh, , I mean more so than Ashley even I would say is the shopkeeper. And it's because he just stands out like a sore thumb in many ways. , he's just, he is the, he is the video game aspect of this video game. It's just makes no sense. There's just this guy wandering around and we're not even gonna try to explain it.

[00:51:54] **Logan Moore:** He's just there. There's not a whole lot you can say about him other than his voice lines or choice, [00:52:00] the remake. I pretty sure they changed his voice. I don't know what the heck is up with that. Um, really, it really bothers me. I think that's gonna bother me a lot when I play that game because whoever did their original VO for the shopkeeper in this game did an immaculate job.

[00:52:15] **Logan Moore:** And I want to give them massive props, whoever they are. I didn't look up their name before we did this, but yeah, the shopkeeper is, . Awesome.

[00:52:23] **Dustin Furman:** Yeah, I like too that he just straight up is like, Yeah, I got a shooting range in this castle. Yeah. I

[00:52:28] **Logan Moore:** didn't bring that up either. , he's got like five or six of them scattered around.

[00:52:31] **Logan Moore:** Yeah,

[00:52:32] **Dustin Furman:** I think, dude, I think he's great. And it's one of those things too, um, where, you know, we're talking about camp and, and re evil and I feel like the, the shopkeeper, especially in this game, is like just the perfect amount of that because it's one of those, at the end of the game, I wasn't like, ah, man, we never found out the backstory behind the, the shopkeeper, but I kind, I kind of like that he has this mystique, he's got this big trench coat, you're like wondering like, what is he about to do when he pulls it open?[00:53:00]

[00:53:00] **Dustin Furman:** Like, who is this guy? Um, but yeah, he's just this guy, he's just trying to make a, a dollar or two. He's just, you know, small businessman making his way. And, um, somewhere in Spain, . So yeah, he's, he's great.

[00:53:14] **Logan Moore:** You gotta support local businesses during this recession that we're in you, you do

[00:53:19] **Max Roberts:** the voice actor. Is none other than Paul Mercer, Mercy Air, who's also the voice of Leon.

[00:53:30] **Logan Moore:** Okay, It's Leon.

[00:53:32] **Dustin Furman:** Really? Leon's. Oh yeah, I'm seeing that right now. What?

[00:53:36] **Max Roberts:** The Leon is the merchant. Okay. All right.

[00:53:41] **Logan Moore:** T would think that they would be able to get him back for the remake. I mean, unless I am wrong, I'm pretty sure the voice has changed. It sounded different. Different In the trailer. It very much sounded different.

[00:53:49] **Logan Moore:** I don't think they've released the cast list yet for the remake, but just hearing him in the trailer, his accent sounded different over here. It's strange[00:54:00]

[00:54:02] **Logan Moore:** over here. Strange.

[00:54:05] **Dustin Furman:** I do

[00:54:05] **Max Roberts:** like not only his VO and those types of things, but I like what he represents in the game. When you see the merchant, you know you're. There may not be a safe spot, but nothing will come hurt you while you're at the merchant. That is something they could play with in the remake and subvert expectations that way.

[00:54:24] **Max Roberts:** Maybe have something attack you at one of them, almost like uh, and Las of us part two, when you go to one of the work benches and all of a sudden you're assaulted by wolves. But the merchant represents safety and some sort of reprieve, but not enough. Cuz you can only buy one spray can of health and if you have one already, he won't sell you another one.

[00:54:47] **Max Roberts:** He doesn't sell ammo despite having boxes of ammo behind him at some of his shops. and he'll sell you guns and upgrades and things like that, but, uh, you know, piecemeal as  
[00:55:00] you go and then he'll sell you a more powerful gun than you're deciding. Do I sell the gun I have now? That's a whole thing. So I do like what he represents mechanically as well within the game.

[00:55:10] **Logan Moore:** Well, speaking of those mechanics, I think that's honestly the most influential aspect of this game is just the gun upgrade system and the invent, maybe not as much the inventory management because I think revenue of Fours specific style of inventory management has gone on to become infamous in its own right.

[00:55:28] **Logan Moore:** So much so that I know there are separate games dedicated to just like Inventory Management Simulator I think is a game on Steam where it is just literally the inventory system from Reside four as its own game. Um, so people really like how the inventory system is set up in this game and I think it still works quite well cuz every, there, there were multiple times during my play through where I thought, Oh shoot, I can't pick this up and I'm gonna have to put it down on the ground.

[00:55:52] **Logan Moore:** And then I just finagle some things around real fast and all of a sudden, boom, I've got more room in my inventory than I expected. [00:56:00] That is something that still feels wholly fresh in this game, I believe, even though it's almost two decades old. And as far as the, like I was saying, the gun upgrades and the various weapons and how you can upgrade them, it's a very straightforward system, but I, I really do feel like it's something that we hadn't seen much before until it came about and then it was duped by so many games afterward, throughout the 360 and PS three era in particular that I'm thinking about.

[00:56:27] **Logan Moore:** And even nowadays, like a lot of games still do this sort of upgrade system within their games. And I don't know if Reside oh four necessarily created it. I don't think it was probably the first, Maybe I'm wrong about that, but it definitely popularized it. I think it's largely stood the test of time and it doesn't take, I like picking up coins throughout the entire game too.

[00:56:48] **Logan Moore:** It's, it's good that you are killing things left and right in this game. There's some sort of, uh, immediate gratification most of the time when you do kill something that you can just pick up a little something here and there and you know that you're [00:57:00] building up your wealth. So the next time you do see the shopkeeper, um, you've got some money to blow.

[00:57:04] **Logan Moore:** How, how'd you guys feel about those elements of the game in particular?

[00:57:08] **Dustin Furman:** I feel like in connection to that, just overall the economy of the game as far as like how much money you're pulling in is never like, it's enough that you feel like every time you see the shopkeeper it's like, okay, I'm definitely gonna be able to at least buy a few, buy a new weapon, or at least upgrade something.

[00:57:28] **Dustin Furman:** But it's never, you're never swimming in cash in this game. Mm-hmm. . And that's like the nice balance, is that like, by the end, uh, you know, it's, it's interesting too, thinking about the weapons just because. With the inventory, you have to be very selective about which weapons you choose to to use. Cause you just simply cannot hold all of them at once.

[00:57:50] **Dustin Furman:** And so for me, it was interesting just thinking about there's like, what, four different pistols in this game? And so I did cheat a little bit and look online and be like, okay, what is actually, [00:58:00] like, it tells you the differences, but it's like, do one of these suck. Like I don't wanna necessarily sell what I have in order to get this gun that's, that's not very good or something like that.

[00:58:09] **Dustin Furman:** But I do as that, that little bit of, of tension of figuring out like, okay, uh, do if I buy this weapon then I won't have the room, should I wait to buy that weapon until I have a bigger case? Stuff like that. Which, it's interesting just because it does tie into traditional re evil, which is about, you know, a lot of inventory management stuff, just kind of in a new.

[00:58:35] **Dustin Furman:** Unique way, and I'm really glad seeing that they're continuing that on for the remake as well.

[00:58:41] **Max Roberts:** I think about the inventory specifically, that's one thing. Another thing that I had always heard about in the re evil, even though I hadn't played it, was the inventory system's Dope. I love it. It's the best.

[00:58:56] **Max Roberts:** Bring it back now. I don't know if it does leave in five and six. [00:59:00] Seven has the taste of it. You don't get to control the orientation of items below. Um, they automatically flip and flop. But I do know that when Village came out, people were stoked that the inventory system is very similar to Reasonable Four.

[00:59:15] **Max Roberts:** So I do. That's a big deal and I like it. I like moving and organizing things. Who, who doesn't? I could totally see a simulator game being something on steam that people, like if a power washing game can become one of the top games on Game Pass, I'm sure there's a organization simulator out there for moving items in a case.

[00:59:35] **Max Roberts:** This feels like, and I've heard it discussed as such, uh, but could be wrong with time and all that stuff, but this feels like the start of a lot of modern conventions in third person action shooting games. It not only that perspective and just shooting over the shoulder and all that stuff, look at every major single player first party game.

[00:59:58] **Max Roberts:** Now, uh, if you [01:00:00] just look at Sony, it's, You gotta war the last of us ghost of, you know, it's all behind you over the shoulder stuff. Inventory management, that's a huge deal in a lot of games. Maybe not as intricate and sometimes gets a little bloated in other games, but it's. It kind of made it popular, it made it, this, brought it all to the forefront and made it the modern standard. I feel like

[01:00:26] **Logan Moore:** One thing I wanted to hone in on with this specifically was what you said, Dustin, about how, uh, you were trying to decide which guns to get and which ones not to get. How did you guys eventually decide to play through the game? Because I guess for me specifically, I, once I got like halfway through the game, I realized I had been upgrading a lot of guns that I had had on me for a bit, and I just decided to see through those upgrades fully rather than, because when you buy a new shotgun, you don't want to, you in turn or going to get rid of the one that you've been carrying with you because you don't wanna carry two shotguns with you.

[01:00:59] **Logan Moore:** It's [01:01:00] kind of a huge waste. So you're only going to carry one pistol with you at a time, one shotgun with you, maybe the magnum and then RPG or something like that if you can carry it or a machine. personally, uh, I got about halfway through the game and I just decided to see through my upgrades for a lot of the guns I did have on me, even though the game was then dangling stronger weapons in front of me, uh, which I didn't know if they would be stronger or weaker.

[01:01:23] **Logan Moore:** Kind of like I didn't do what you did though, so, which was look them up and figure out, Oh, is this one going to be really stronger? I just knew I had enough money. It was like a sunk cost fallacy, like, all right, if I report so much money into this, I know I could sell it and get some of that money back, but I don't wanna do that.

[01:01:37] **Logan Moore:** I just kind of wanna finish upgrading this thing out and see how it turns. What did you guys do there? I, I'm, I'm curious at any time the shop gave a new shotgun or pistol or machine gun or whatever for you to buy, did you always buy that new one and then dump the old one, thinking that it would inevitably end up being better or how did you go about that?

[01:01:55] **Max Roberts:** I immediately sold the old Did you bought the new, because [01:02:00] especially I realized this late game with the Magnum in particular, cuz you get that fairly late anyway, but they introduced another one, I think it's called the Killer seven, which is funny because that was one of the Capcom five, but it had like a, it hit of like 25 points and one point is one shot from a regular pistol and the magnum that I had pretty much mostly maxed out was at like 17.

[01:02:28] **Max Roberts:** So it was already better and then it can go up to 35. So I would just sell it. And I realized that you got some of the money back. The more you invested, the more the gun would sell for. Not that you get all your money back, but just kept it upgraded. The only weapon I didn't care for was the mine launcher.

[01:02:48] **Max Roberts:** I bought that and then sold it a few shopkeepers later. Uh, I didn't care for that at all, but I always had the pistol, the submachine gun, a shotgun, a rifle, a [01:03:00] magnum, and then an rpg. So I had everything.

[01:03:03] **Logan Moore:** You were maxed out there with weapons. Geez.

[01:03:05] **Max Roberts:** I was never, Yeah, I was never hurting for a weapon.

[01:03:09] **Dustin Furman:** Initially. I was gonna keep the, the initial handgun for the same reasons you log where I was like, Man, I've invested so much in this. That surely it'll, , because of my investment, it will be better. But one of the nice things is that it does give you the actual stats. And kind of like what Max was saying, I was like, well, it's kind of stupid for me to not, now that I'm looking at the stats specifically on the pistol mm-hmm.

[01:03:36] **Dustin Furman:** But I did see with the shotgun in particular, like I'm pretty sure that each one of them are each, like there's the regular shotgun, the riot gun, and then the striker, right? Yeah. Yeah. Each of them are slightly different in how they shoot, or at least between the striker and the riot gun. Cause I think the striker is supposed to be more of a spread than a, mm-hmm.

[01:03:56] **Dustin Furman:** than a straight on shot. So the striker was [01:04:00] one that I just, I just kept the riot gun and just kept upgrading. That's what I did. Um, but I'm glad. Okay. I'm glad to hear the mine launcher sucked because when I saw that, I thought something about that tells me it's not gonna be, it's not quite what I'm looking for.

[01:04:13] **Dustin Furman:** So I

[01:04:14] **Max Roberts:** just totally takes like so much space and a separate ammo entirely. So now you're Yeah. Juggling an extra box of ammo in your case that you just don't even care for.

[01:04:23] **Logan Moore:** Right. I would be, uh, remiss if we didn't also talk about the rpg. And I'm curious what you guys did with the rpg and a couple instances you may have had, I don't know if you ever bought one from the shopkeeper.

[01:04:35] **Logan Moore:** I know there's one specific part in the castle where you can earn one outright, um, through a sort of side tangent puzzle or enemy encounter. Um, and then I'm curious what you did with it. And I think Max and I did literally the same thing with it because we briefly spoke about this. Um, and this can maybe lead into how we talked about boss fights as well.

[01:04:57] **Logan Moore:** Uh, Maxwell, what did you [01:05:00] do with yours? Because I think we did the same thing. Yeah.

[01:05:03] **Max Roberts:** Salazar. I shot him with the Magnum to get him to reveal his face. And then I used the rpg, shot him in the face and then he died. Yeah. And I did the same thing with, um, Sadler at the end. And then Ada throws you another rocket launcher during that fight, so it takes two rocket launchers to kill him.

[01:05:23] **Dustin Furman:** That's what I did. For me. It was also Salazar. But here's the reason why.

[01:05:28] **Logan Moore:** All did this, We all did the same exact thing with it.

[01:05:31] **Dustin Furman:** At that time. I wasn't gonna use it cause I was gonna save it and then when I was playing it, he can instant kill you. Pretty early on in the fight. So I tried a few different times and he kept instant killing me.

[01:05:45] **Dustin Furman:** And that's one of my biggest pet peeves in games. And the fact that games still, there are still games today that come out that have instant kill enemies really annoys me. I was like, All right, enough. So then I just was like, It's time. And I revealed it and I used the RPG and and took em out instantly.

[01:05:59] **Dustin Furman:** [01:06:00] So I'm trying to, I might have used it on the last Boss just cause I had one. I'm like, Well I bought one so I'll use on the last boss, which honestly kind of made it a little anti-climactic at the end. Yes. Just because it was just. Practically one and done.

[01:06:14] **Max Roberts:** I had no idea though, before I used it that it was a one hit kill essentially.

[01:06:19] **Max Roberts:** And when I sent Logan my, I sent him in the little clip of me killing Salazar. I thought that the Magnum had contributed to his demise, but I could have just done it with a regular pistol and then shot him with the rock launcher and got the same. So I like that there's essentially a one hit kill weapon, but it does rob a lot of tension out of boss fights and encounters.

[01:06:41] **Max Roberts:** When I, I played reside VO three earlier this year and got the platinum and stuff in it. And part of getting that platinum is playing through the game really fast and on harder difficulties. And you can buy an infinite rocket launcher, which turns it into a very video gamey game. But it's funny, and it's like the fifth time you've beaten the game and you just run around and you're shooting [01:07:00] rockets everywhere.

[01:07:01] **Max Roberts:** I kind of feel like that's the same thing here, but your first time through the game and it's, it's like a one hit cheat code. It feels like it shouldn't be this powerful or accessible. One or the other.

[01:07:13] **Logan Moore:** Yeah, it it, it's weird that, uh, I think it's kind of weird that the RPGs in the game, like I understand it's fun to use.

[01:07:19] **Logan Moore:** I'm glad it's there, it's enjoyable. I get, I get a kick out of it when I, when I do use it, but it feels so over tuned. Like I was genuinely shocked because I had forgotten that you can essentially, one had kill bosses as well and I, we all use it on Salazar. That's really funny. And my situation was different cuz I was running out of ammo and I was like, Okay, well sitting on this RPG may as well use it and then boom, boss fight's done Salazar's dead.

[01:07:44] **Logan Moore:** Um, so none of us really experienced that boss fight as it was intended. I specifically though, did not use it against Sadler for, uh, the same reasons you kind of mentioned Dustin was, I was like, I don't want this to be a really anti climactic into the [01:08:00] game. I've got so much ammo for all my other guns.

[01:08:02] **Logan Moore:** I'm just gonna unload everything I have into this guy because I know the game is over after this point. And so, That's what I did. Like I said, I did wanna talk about the other boss fights here, though, since we were, I felt like naturally going to kind of discuss it and there's really about, I wanna say like eight to 10 major bosses in the game.

[01:08:22] **Logan Moore:** Depending on, I guess, what you consider, I would consider the trolls, uh, one, even though there's like multiple instances where you run across them. Um, which bosses really stood out to you guys the most? In which ones did you like the most? I, I, I don't think any of us are gonna have anything interesting to say about the Salazar fight.

[01:08:41] **Logan Moore:** Um, but what do you think about the other bosses in the game and, uh, just generally Max, I know you can't speak to this for yourself for, in every instance, and same with you Dustin, but how do, how do you feel like they fare compared to some of the other ones that are seen in the Reside Evil series? Hmm.

[01:08:57] **Dustin Furman:** Well, I'm, I'm trying to remember. [01:09:00] Let's see. Verdugo is what he's listed on this list of, he's the guy that when you are. In the, the basement you're waiting, you have like a timer where you have to kind of have to avoid him. Oh, for a little bit. Yeah.

[01:09:13] **Logan Moore:** You can freeze him with the,

[01:09:14] **Dustin Furman:** you can freeze him. S Yeah.

[01:09:16] **Dustin Furman:** Yeah. And I, I'm pretty sure you can actually kill him if you actually go and freeze him multiple times. But I like that section just because it was like the right amount of, of tension. And he's also like a really creepy design as well. I also really like the chief guy, which I'm seeing now as chief, uh, Mendez.

[01:09:36] **Dustin Furman:** Yeah. I think, Anyway, the guy who splits his spine and Yeah. Becomes really tall. And that mainly just, just comes from him being creepy and weird. And I liked how it's, uh, his overall design was super cool.

[01:09:49] **Max Roberts:** Yeah, I liked him a lot. He reminded me of Mr. X and Nemesis, just scope and size of him. And then, but also that reasonable villain, classic thing where his body turns into [01:10:00] a giant funky creature that is scary.

[01:10:02] **Max Roberts:** And the building's on fire. That's a really f. Atmospheric and good fight feels pretty fair. Uh, sa SALs are, eh, Sadler, eh, the what is, I don't know what it's called, but the, the, the maze thing in the mines where you're running in those boxes above a cavern and you have to unlock things and giant creatures chasing you.

[01:10:28] **Max Roberts:** Oh, yeah, yeah, yeah. I think that's a cool concept. I wish it was a bit more tense, I guess, or you kind of can just run away from it. You never have to really face the creature and so that robs him, I guess some of the scare factor, but I think that concept is really cool. Being trapped in a maze, having to escape a monster.

[01:10:48] **Max Roberts:** That's pretty fun. I like that guy a lot. Whatever it's called.



[01:10:52] **Logan Moore:** I think this game is at its best Indie boss fights where you don't have a lot of room to move. I think that's one of the things that undermines the Saddler [01:11:00] fight. is that he's a really dangerous enemy, but you have a bit too much space to get away with him, get away from him, and go post up in a corner and shoot him with your sniper rifle or shoot him with anything really, uh, for them, for that matter.

[01:11:15] **Logan Moore:** So I sadler's a final boss, I think is pretty weak, but a lot of the other ones you guys mentioned, uh, I think Menendez is a great fight because you're trapped in that barn or whatever it is that's also on fire. So it really feels like an intense high stake situation. You've got this dude who's been chasing after you the entire game, who's now morphed into this really weird looking creature, and it, it feels like it's probably one of the more stressful fights in the game.

[01:11:39] **Logan Moore:** I do also think that the number two or the right hand of Salazar or whatever, Verdugo, uh, that fight is incredibly intimidating because you can just, you completely skipped past him, didn't you? Right, Dustin, because I killed him. Um, did you just hop on the elevator and get away from him then?

[01:11:56] **Dustin Furman:** I think that I went.

[01:11:58] **Dustin Furman:** And did all what I [01:12:00] thought was all the freeze points and he didn't die. Okay. So I just said, Okay, I'm out. And then just ran to the elevator at that point. But I attempted to kill him, so I must have been missing something.

[01:12:10] **Logan Moore:** No, it takes a lot of ammo to kill him. And then I think the Salazar fight might be somewhat soon after that.

[01:12:17] **Logan Moore:** So when I said I was low on ammo for the Salazar fight, it might have been because I blew a lot of it on that fight. It takes a bit to kill him. Yeah. I did mention before though, I really like the Crowder fight for these same sort of reasons though. There's a, there's a timer you, so that you feel artificial pressure to kill him fast.

[01:12:33] **Logan Moore:** You don't have a whole lot of time to figure out how you're supposed to beat him. You just have to, you have to do it very quickly or else you're going to die there. Um, either his hand or from the explosion. And then you are in a very tight space where you don't have a whole lot of time to think. And when you're in that tighter space, you really can't use all your weapons like I think any of the boss fights where you're allowed to.

[01:12:53] **Logan Moore:** Use your rifle, which I found to be one of the stronger, uh, weapons in the entirety of Reside four really made the boss fights [01:13:00] that much less intense. Like I didn't have a whole lot of problem with the various trolls or whatever they're called that you would come across throughout the game because I was always just popping 'em in the head with my rifle from a corner.

[01:13:11] **Logan Moore:** I would go and run into, uh, Crowder's a good fight because he stays right on top of you the whole time. And while I think he is a terrible, terrible character within this game, uh, that fight itself is pretty strong, in my opinion. I think it is one of the, I think it does help close the game on a strong note in that regard.

[01:13:31] **Dustin Furman:** I really stupidly, I had to do that fight twice because I beat him and there's the timer. And so then it plays the cut scene and the cut scene ended and someone had texted me, so I, I was like, Oh, the boss fight's over. I watched the cut scene and I picked up my phone and then like it blew up still. I was like, Oh yeah, there was a giant bomb attached to where I'm standing.

[01:13:52] **Dustin Furman:** So I ended up doing that fight twice and then, uh, successfully got away the second time. But it was funny

[01:13:58] **Max Roberts:** that happened to me. But [01:14:00] with the cut scene with Krauser and the night, I was like, It's a cut scene. Oh yeah, I scribe my phone and then he killed you. Mm-hmm. ,

[01:14:07] **Dustin Furman:** like, ah, we haven't talked about the QTS at all.

[01:14:10] **Dustin Furman:** Just because this is one of those things that is definitely kind of more of that era. Not that we don't have QTS at all anymore, but very specifically these, these cut scene qts. Yeah. Just because I think that we're all kind of tuned now at this point, and not for the better to like, I don't know, I'll pay attention for the most part in cut scenes for games.

[01:14:30] **Dustin Furman:** But every once in a while, like you'll just like, you know, take a look at your phone, see if anyone texts you or something like that. And you can't do that in this game because they will throw you a, a qt. Like at any point without even realizing. That's one thing that I, I was never a fan of, of qts. Like that's one of the things I don't like about like the early God of war games and stuff like that.

[01:14:51] **Dustin Furman:** I just don't find them that compelling as a game mechanic. So like, I don't know, Especially the parts too in this game where you have to quickly, He's [01:15:00] like running and if you tap really fast, it almost looks like he's like cartoonishly running really fast from the shoulders and stuff. Yeah. Yeah. It's an interesting relic of that time.

[01:15:10] **Max Roberts:** Yeah. I'm not a fan of them. I actually found out later that you, there's a setting in the VR version to completely remove the QTS from cut scenes. Mm-hmm. , which sounds really nice and I wish I had seen that sooner, but,

[01:15:24] **Logan Moore:** But you can't check your phone when you're in vr or maybe you,

[01:15:27] **Max Roberts:** This is true. This is true.

[01:15:28] **Max Roberts:** So that problem never really, I mean, you still had to, The problem though in VR is their motion. Qts. So it's like we era type stuff where, oh, swing your arms this way, or move your arm, you know, duck, you know, so you win some, you lose some there. And then I would assume the remake has no QTS in cut scenes, at the very least.

[01:15:53] **Max Roberts:** So I'm here's to hoping, I guess

[01:15:55] **Logan Moore:** it really is a sad indictment of how we are wired [01:16:00] nowadays, whether it be because of social media or just having phones on us all the time that the second cut scenes do kick in, We grab our phones. I played. Uh, God of war Ragnarök recently, and that is a game I have been looking forward to for about five years.

[01:16:14] **Logan Moore:** Eagerly. And I found myself grabbing my phone during cut scenes of that game sometimes, and I'm like, What am I doing? I have been, mm-hmm dying to play this game and watch these cut scenes and see these story moments for literally years. And I'm sitting here texting somebody or scrubbing through Twitter or whatever, and it's very, it's a problem.

[01:16:32] **Max Roberts:** You gotta put the phone away for the big games. Yes. That's what I do. Like part class was part two. The phone was not next to me. The phone was in a different room.

[01:16:41] **Logan Moore:** I caught myself doing it at one part late in the game and I tossed it away very quickly. Um, speaking of boss fights, kind of in the same vein, I did wanna touch quickly on enemies in the game and see what you guys thought of just the basic enemies that you come across.

[01:16:56] **Logan Moore:** Uh, I think there's a good amount of variety here. And even the ones [01:17:00] that are the same throughout the game, I think, uh, there's at least a sort of. Uh, there's a visual difference between them. Like the villagers obviously we mentioned are there in the first half of the game. And even though the lost PLAs foes are the same once you get into the castle, now they're these hooded cult-like figures.

[01:17:16] **Logan Moore:** And so they're the same in theory, but they are a little bit different. Um, but there's a lot of, I think what this game does a very good job of in what makes all the encounters stand out, is that they give you a good mix of a lot of different types of foes at different times. I think of one, uh, specific part of the castle where you're in like a really large expansive room and there's a ton of people coming at you at once.

[01:17:39] **Logan Moore:** And there's some of 'em who have shields and there's some of 'em who are just basic types and some of 'em have, uh, like long run weapons or crossbones they can shoot you with. And there's just, there's a lot of things at once that you kind of have to ju. Which I think is an impressive part of how these games encounters are set up.

[01:17:56] **Logan Moore:** Um, beyond that, uh, there is a [01:18:00] good mix of just random monsters and stuff. Like you mentioned one of the sewer parts too max, where you're all of a sudden fighting invisible creatures. It's weird. It's outta place, but it's different. And I, I, I just think for a game where you are shooting people a lot in the head, um, even, even with the most basic enemy types too, like you can kill, one of the stressors about this game to me is that you can headshot people and then their heads pop off and you're like, Yeah, they're dead.

[01:18:24] **Logan Moore:** Awesome. And then one of the lost plas parasites pops right out and you're like, No, now I gotta deal with this. And like, there's a lot of variations in a lot of different factors that you are constantly juggling at any given point in these fights. And I think it really, uh, is one of the game's stronger elements combined with the various weapons that you can use.

[01:18:44] **Dustin Furman:** I really like the, uh, The chainsaw guy, which I'm looking up and his name is everyone's listening him as Dr. Salvador, which is that like a fan name that they've given him or is there any reference to this being his name? Which There's multiple [01:19:00] doctors Salvador in the game. But I think it's a nice way that a lot of the enemies, especially later on, you can kind of like really blast through enemies pretty fast if you have powerful weapons.

[01:19:11] **Dustin Furman:** But when you hear that chainsaw, you're like, Oh no. Okay, here we go. Like brace yourself. Get your shotgun out because this is gonna definitely add of foil even if there are, especially with a bunch of other enemies.

[01:19:22] **Logan Moore:** So his name Dr. Sal Salvador comes from his bottle cap, which is the thing that you can win from, uh, the shooting range missions that the shopkeeper gives you.

[01:19:31] **Logan Moore:** I don't know, did you guys do all the shooting range stuff by chance? I got every bottle cap in the game because I am an insane person and also I wanted the trophy for it because I have a problem.

[01:19:41] **Dustin Furman:** But I, I, I tried out the shooting range, but I didn't, I like did the first one and I was like, Yeah, I'm good.

[01:19:47] **Logan Moore:** Yeah, they're not great. So you don't need to do that.

[01:19:48] **Max Roberts:** Yeah, I, I did it in VR cuz that's, that seems like the perfect type of place for a VR game. I did not do it in the normal version. I didn't know it would come from the bottle cap. I actually just looked up [01:20:00] the, the Game Cube manual. I thought maybe there'd be like a character page and it would list that, cuz that's kind of an old thing.

[01:20:07] **Max Roberts:** And Cap Capcom just has the manual scanned and the box art and stuff from the Game Cube version. So props on Capcom for providing high quality PDFs of, uh, old manuals. Props to them. There's an ad for the, uh, chainsaw controller and re Evil apocalypse, which has, uh, the name Lady in a towel. And then also in like a. Armor suits. So definitely

[01:20:35] **Logan Moore:** this is that one of the movies?

[01:20:37] **Max Roberts:** Yeah, one of the movies. So, Okay. It's just, Oh, it's uh, the soundtrack is there. We can listen to Slip Knot. A perfect circle. The ke def tones. Rob Zombie, the used Dang.

[01:20:50] **Logan Moore:** A lot of stuff. This is all outta your realm, Max?

[01:20:53] **Max Roberts:** I have no idea. Uh, the only one I recognized there was a slip knot.

[01:20:56] **Max Roberts:** So,

[01:20:57] **Logan Moore:** And A Cure. We made you listen to The Cure. [01:21:00] Oh,

[01:21:00] **Max Roberts:** that band Mario had me listen to that I didn't like. Yeah. Okay. Yep.

[01:21:05] **Logan Moore:** Did you have anything you wanna say about the EM enemies or anything like that? Max? I know you were going to.

[01:21:08] **Max Roberts:** Oh yeah. Uh, I felt like they were all the same. Really? Those people are just the hooded people, which are just the military people.

[01:21:18] **Max Roberts:** The big guys are the big guys. I liked the ones that stand out, the Wolverine. Bum rush guys. They were Oh, those are great. Interesting to fight. Yeah, they're fun. Uh, the wolves were in there for a little bit, felt a little out of place, especially since you help a wolf early on and then that helps you in a fight.

[01:21:38] **Max Roberts:** But then wolves, other wolves will come and try and kill you anyway, so that felt a little weird. The ogres are interesting. I like to fight with the two OERs and you can time it and try and get one or both of them in the lava in the middle there. That's a fun fight, I thought. But the regular, regular enemies, I was bored, bored with them [01:22:00] cuz I knew they were just re-skin.

[01:22:02] **Logan Moore:** I'm surprised to hear that. So even, even though, like I said, there's a lot of variation with them and they have different weapons, is it the parasites can jump out of,

[01:22:10] **Max Roberts:** There's ones, there's one with the shield. Some get a chain ball and

[01:22:14] **Logan Moore:** chain, but you need to kind of, it's kind of like, uh, maybe this is giving it too much credit.

[01:22:18] **Logan Moore:** I, it's kind of like dual maternal. I feel like certain weapons have certain benefits against certain enemy types that you wanna like, Oh, I see a shield guy. I wanna pull out my rifle because I know my rifle can penetrate that shield way more quickly than

[01:22:30] **Max Roberts:** I can. Oh, I never did that. I just shot him in the foot.

[01:22:34] **Max Roberts:** I shoot him with the smg, I guess in the, on the ps4 just through the shield. I, I kind of use that gun a lot

[01:22:41] **Logan Moore:** whenever I you used that. So you were an SMG user. That is the one weapon I did not use at all.

[01:22:45] **Max Roberts:** I love that thing. Hmm. Spray and prey baby. And you kind of are spraying and praying with Leon's shaky hands.

[01:22:54] **Max Roberts:** I can't believe the president sent the guy with the shakes after to save his daughter. Yeah, because this guy can't keep a [01:23:00] radical straight for his life. Uh, he's worse than like Joel in the last of us. Like weapon sway is super prominent here. Um, Leah needs to maybe cut the coffee a little bit or something.

[01:23:12] **Dustin Furman:** Yeah, chill out.

[01:23:13] **Logan Moore:** One of the things about this game that I think also stands out quite a bit, and it also, there's not a lot of tracks in the residue of four soundtrack, and so it is pretty limited with how it uses music and I think that's in line with the other games into franchise in that regard. But there are some legitimate bankers on this score that I like quite a bit.

[01:23:35] **Logan Moore:** Uh, I think ADA's mission is specifically one link that I sent to you, Max when we were playing through this. And I said, This song goes extremely hard. Um, and it's just the song that plays on the title screen for one of those offshoot gain loads. And I think it's, Is it called ADA's Mission? We keep calling it that.

[01:23:52] **Logan Moore:** Mm-hmm. , It's ADA's mission. Well, there's ADA's mission in separate ways. Okay. It's for ADA's mission and I believe, Um, Okay. And the se and the, like, the [01:24:00] title theme for that is fantastic. It is so good. Um, and, but then there's uh, obviously the save music theme or what? Yeah, it's the save music theme. The typewriter theme in this game is great.

[01:24:11] **Logan Moore:** And that's to be expected. Um, that track is on like a 12 second loop though, I feel like. So there's not a lot to that song, but it's still good. Um, I don't know. Is there anything specific that you guys recall from the soundtrack that you wanted to point to? Or did anything in particular stand out to you?

[01:24:29] **Dustin Furman:** Hmm. It's interesting cuz I, I don't know, sometimes I don't tune into soundtracks at all and this is a game that I didn't feel like I really did. Um, not that it was, and I guess sometimes that's a good thing if you don't like in a movie score, sometimes they don't want you to a soundtrack. If it's good, you don't necessarily notice it cuz it just blends in.

[01:24:49] **Dustin Furman:** But I was gonna say that I always appreciate the typewriter, even if. I guess more from a mechanical standpoint because it's like, sometimes you can just hear it before you even [01:25:00] see the typewriter. And I always love that feeling of like, Ah, okay, I'm safe. I can hear that sound. So I know mm-hmm. ,

[01:25:07] **Max Roberts:** I, I just wrote down it's moody and atmospheric music.

[01:25:10] **Max Roberts:** So it just lends itself to the environments you're going through. And that's kind of what Dustin was saying. It's not a soundtrack you necessarily notice. It doesn't hit you in the ears right away. It's just adds to the environment. Um, which is a good sign. The save room, like you both mentioned, I think that's a re evil four staple in general.

[01:25:30] **Max Roberts:** And then the shop theme similar, we talked about it earlier. Yeah. Whenever you see the blue flame or you see the merchant, you know the shop, like you're safe and you can spend all your money. So I think those are what stands out here. I do wanna say, I, I mentioned it at the top of the show, if you want to, I think a deeper dive into the music of re before.

[01:25:51] **Max Roberts:** Original sound chat, episode 113. I believe there'll be a link to it in the show notes 119. I'm sorry. They dive into that and do, you know, critical [01:26:00] tracks and give you the history and talk about the composer and stuff. So I definitely would recommend that.

[01:26:04] **Logan Moore:** Yeah. And the, as far as ada, the ADA's mission song that I mentioned, is it actually called Assignment ada?

[01:26:09] **Logan Moore:** I look this up off to the side. Is that what we keep? I think it's assignment ADA rather than Okay. Assignment ada. Sure. ADA mission. Um, anyway, I just wanna make sure that people find the right track because of the track I'm talking about is great. It's like an early two thousands drum or late nineties, almost like drum based track.

[01:26:24] **Logan Moore:** Anyway, it's, it's really good. Uh, yeah, reasonable games are never, there's never a lot of depth with the scores, but what is there always works. And I, I think that's really no different here. Uh, re four per usual. We're gonna have sort of a legacy wrap up discussion here, but then I did wanna also make sure we talk a little bit more about the remake that's coming up and maybe a little bit more about our hopes and dreams for that.

[01:26:50] **Logan Moore:** But per usual, let's kind of talk about this game's legacy. And I think we've done a lot of it naturally over the course of this episode in talking about how it influenced a lot of other games within the third person [01:27:00] genre. Um, whether it be with the inventory or the upgrade systems, or even just third person shooters in general, because they were really not a dime a dozen until this game came out and became a massive success.

[01:27:11] **Logan Moore:** Um, but beyond that, I think it's important to look at this game within the greater context of Capcom. And what this game did for the series, which is one thing we kind of mentioned before, which is how Re Evil was blessed to get this game at first and then later was cursed and almost doomed the franchise because of this game in some ways.

[01:27:31] **Logan Moore:** But also like Capcom spun off other ideas from Resident Evil four, which is kind of crazy when you look back on it now. Yeah, this game was greatly influential within Capcom as a company before it even came about. Like there are ties. Devil may cry with this game. There are ties to, I mean, you know more about this than I do Max, if you want to talk about that.

[01:27:55] **Max Roberts:** Devil may cry, wouldn't exist without revenue for being experimented on.

[01:28:00] There were four versions

[01:28:01] **Logan Moore:** in development, well,

[01:28:04] **Max Roberts:** including the final one. This game went through some walkie development iterations. I watched some footage of what had been shown off previously. There is a time where like Leon was fighting ghosts, which actually seems kind of cool.

[01:28:18] **Max Roberts:** Also in a castle. I think two versions prominently in a castle, which probably explains why most of the game takes place in a castle. So the, there was this fog version, hook man version. You can see the footage and stuff and hallucination version. So they were doing some funky stuff before they settled on the main lane here.

[01:28:36] **Max Roberts:** But the, the progenitor virus, which apparently is in five, that started in these early versions here. So, it's crazy, but Devil May Cry came out of this cuz they wanted to make a very cool and stylish game. But then it went so far and cool and stylish that it just spun off and made Devil may cry. It also reinvented Resident Evil.

[01:28:58] **Max Roberts:** So that's the other [01:29:00] pivotal part, is they wanted a cool action game instead of a survival horror mostly. And that ultimately leads Capcom down the road of five and six, which then also leads to seven and eight because the reception to those games. So it's reinventing Resident Evil for the first time.

[01:29:20] **Max Roberts:** There's Res, there's almost three eras of Resident Evil at this point, and this is the start of the second era.

[01:29:26] **Dustin Furman:** I think it's interesting to think about. It's, it's almost hard to pin it, but you have to imagine, this was like the early, and I think we talked about this, but the, the over the shoulder view mm-hmm.

[01:29:38] **Dustin Furman:** which it went well beyond just like survival, horror games, but think about like Gears of War or Uncharted or something like that. I, you have to imagine that this was kind of like some of the early steps towards, instead of, you think of like either PS one or early other PS two games where if you were in third person, like your character is in the, the direct center, right?

[01:29:58] **Dustin Furman:** Like that whole shift [01:30:00] to that kind of like, almost like side over the shoulder view. You have to imagine that this was definitely part of that. It's amazing how this game has been copied in a lot of ways, but, fully successfully done ironically, by its own creator, specifically thinking about, um, uh, Evil Within kind of being along the same lines of this game, that same over the shoulder type perspective.

[01:30:26] **Dustin Furman:** But obviously, you know, it's, it's no knock against Evil Within, but obviously nowhere near the same type of legacy, even from the, the same creator and trying to do very similar things this game. And I think we can all agree that even though we have our things that we don't like about it, it's obviously a very, very important game for many, many different reasons.

[01:30:47] **Dustin Furman:** Just continues to get emulated in a lot of different ways.

[01:30:51] **Logan Moore:** Yeah, I mean we even, we even look now and I would say the best contemporary of this game and it obviously released what would've been, I wanna say, like three or four years later [01:31:00] would be like Dead Space I think would be the best, uh, game to draw a comparison to between like a direct influence would be Dead Space.

[01:31:08] **Logan Moore:** And even nowadays, like. At the time we're recording this, the Calisto protocol is about to come out and the Calisto protocol is riffing on dead space, but Dead Space is directly riffing on re Evil four, and that's a brand new game 17 years later that has a direct line back to re Evil four. Uh, that would not exist without Capcom creating this game.

[01:31:27] **Logan Moore:** So it's like it's influence is still being felt on games that it has byproduct influence

[01:31:34] **Max Roberts:** and dead space is being remade. Yes. Right now, alongside re oh four, but ea, the developers that made Dead Space, they cite revenue oh four as an inspiration. I always remember in the documentaries for the last of us, Neil, talking about Neil and Bruce talking about how Revenue four was influential and the last of us, the clickers were like their chainsaw Man was, They wanted a scary thing that [01:32:00] you heard first before you saw it.

[01:32:02] **Max Roberts:** The Wikipedia, if this can be as the believed as the source, I mean it. It popularized the over the shoulder third person view. And that's like Dustin was saying, and we've said throughout this episode, it's everywhere. So it's crazy that this one game kind of spawned the popularization of a certain style of game and is still being made and remade and all this stuff and drawn from today.

[01:32:33] **Dustin Furman:** What's interesting about the legacy about this as well is just how Capcom was smart enough a few years ago to be like, Okay, we were doing something right with Reny before, but then we kind of screwed up and went too far and then they rebooted the series basically with seven. But with re two and three remake, I think they were able to finally be like, Okay, what made re four.

[01:32:58] **Dustin Furman:** How can we take that [01:33:00] and apply it to the traditional formula and use that to remake these games. And now ironically they're, you know, remaking the game that same for that like advanced formula and now gonna be taking stuff from traditional re evil. So it's interesting to see how the legacy of this game affected remakes of its prior titles as well.

[01:33:21] **Dustin Furman:** Kind of an interesting meta look at

[01:33:24] **Logan Moore:** it. Yeah, for sure. One broad question that I want to pitch to both of you, and I know Max, this is something you can't answer. Uh, cuz we are halfway into this season. Um, and Dustin, I don't know where you're at. I know you mentioned you used to haven't played a couple of them mm-hmm.

[01:33:39] **Logan Moore:** Uh, but just broadly speaking, we've mentioned some problems we have with the game, but do you guys think this is the best resident evil game? Uh, and again, I, I know you max specifically, you cannot speak to all of them yet, but I think it's still widely considered as just like if you asked anybody on the street, not that anybody on the street's gonna have played every re evil game, but if you were [01:34:00] walking the halls of, uh, E three or packs and you asked somebody randomly what the best re evil game is, like, I'd say 95% of the people are going to just knee jerk reactions, say re evil four and replaying this game has made me think that that's not accurate.

[01:34:16] **Logan Moore:** I think there. Honestly like three, four games better in the series than this one. I think this game's legacy as we've been talking about here, is drastically more important than any of them. I would say the only other ones that would be just as important would be Resident Evil one, cuz it started everything and then Resident Evil seven because the re engine is like the future of Capcom without the re engine.



[01:34:41] **Logan Moore:** Uh, they don't have any of their big successes over the past couple years. But is this the best resident evil game nowadays?

[01:34:50] **Dustin Furman:** Hmm. I would say no, but I understand why people say that. If you think, especially if you talk to people that are around our age, millennials, [01:35:00] right? Like it came out at a time when you're a kid and all your friends play it.

[01:35:05] **Dustin Furman:** And I under, I have games like this where I am, uh, totally biased towards the, the memories I had, but I'm like, this is the best. It doesn't matter if any of them play better, this is the best one. So I like am totally cool if someone. Feels that way. I understand that. Like I said, I have feelings like that towards games, but I, for me, like I really became a reasonable fan at Reasonable Seven.

[01:35:27] **Dustin Furman:** So I was, I'm kind of late to, uh, the re evil fandom, but may either seven or two remake. I feel like now, like if you actually sit down and play all of 'em, which I haven't played all of them, like I haven't finished five, I've never touched six, uh, I've never played Code Veronica or Zero, but I don't know, maybe that's just me cuz I have fresher eyes and can try to view them more objectively.

[01:35:54] **Dustin Furman:** But again, I totally, I'm okay with the, the rose tinted glasses take as well.

[01:35:59] **Max Roberts:** [01:36:00] I, it sounds like Dustin and I have a similar history with Rebel. I came in at seven and I've gone back and played two and three and now four. And I played Village when it came out. Is it the best? No. Is it the most important?

[01:36:14] **Max Roberts:** Arguably. I, it's definitely a rose tinted glasses thing. I think like I'd play the VR version before the base version, uh, immediately. Like I'd recommend that to anyone before playing the traditional one and before remake is out. I think the freedom of movement and the atmosphere there works really well and surprisingly so for a game that came out in 2005 and never was imagined to even be used in vr.

[01:36:46] **Max Roberts:** So I would, you know, recommend that before anything I. I think the best resin evil is three remake, but I know that's a really hot take. Really . So, yes. Whoa. When you, I'm sure we're talking about it on sacred [01:37:00] symbols, it's like, Dang it man, Dustin, and I don't agree on this.

[01:37:04] **Dustin Furman:** I love it. Dang. Yeah, I was, I don't think three remake is bad, but it coming from two right off it.

[01:37:10] **Dustin Furman:** I was like, Man, what happened?

[01:37:11] **Max Roberts:** I had a year between them. So that probably helped for sure. Yeah, it helped probably a little bit, but I love three remake. I I can't wait to play it again for, uh, for this season of the show.

[01:37:23] **Logan Moore:** I, I hope we can, uh, I'm curious to see if that holds up by the time we've played through all of them, Max, or if you have a new favorite.

[01:37:29] **Max Roberts:** Yeah, I'm, I'm excited to see, cuz I have so much to explore still with, with 0 5 6 Code, Veronica, we've got this remake that is gonna be the end cap of the season replaying village again. You know, now with third person and vr, you know, theoretically, by the time. Who knows when PSV two will be out, but that'll be playable in vr.

[01:37:50] **Max Roberts:** So there's a lot of possibility and opportunity for other games to claim the title here, but I don't think four is the best as it stands. [01:38:00]

[01:38:00] **Logan Moore:** So if it's not the best, it could still be the best with the remake. And this is one thing that I wanted to make sure we talked about a little bit more directly here before we close out.

[01:38:09] **Logan Moore:** Uh, again, we've been talking about the remake constantly throughout this episode because it's just you, it's hard about to can't at this point. Yeah. It's just virtually impossible not to. So I guess we've mentioned a lot of this throughout the episode, but speaking more directly to it, what do you, what kind of changes do you guys want in the remake?

[01:38:25] **Logan Moore:** Um, obviously I, I think it goes without saying that we want better shooting mechanics and better controls and all those obvious things, but beyond that, like what sort of things do you want to see stick around that have been present here in the original game? Um, like one, like personally speaking, I think a lot of the.

[01:38:43] **Logan Moore:** Iconic, uh, spiritual elements, or maybe not spiritual, but just like certain things that had become part of this game's dna. Like Leon flipping out a window like that is still in the remake based on what we've seen in the trailers. Now he's still doing that crazy summer salt out of a window, uh, that's greatly over the [01:39:00] top.

[01:39:00] **Logan Moore:** Like those are the type of little things that I think need to stay in this game. Uh, as far as what can be improved, um, the story can do a lot better. Um, especially by 2022 storytelling standards and video games. Back in, back in this day, we were still very much, here's a gameplay sequence. Here's a cut scene, here's a gameplay sequence, here's a cut scene.

[01:39:21] **Logan Moore:** And it would just kind of go back and forth in that way. And, uh, for remake will probably still be the same in that regard to some degree, but they can do more with Leon's character, I think, other than just making him this passive suave cool dude who's out here in the middle of nowhere trying to save the president's daughter.

[01:39:37] **Logan Moore:** Uh, what do you guys think, Dustin? What kind of ideas are you really hoping to see them? Put into the remake.

[01:39:44] **Dustin Furman:** So some of it I feel like we're the things that I want, we're already starting to see threads of, in particular, just the way that they can expand certain, not even just sections, but scenarios specifically in the trailer we saw [01:40:00] the introduction scene where Leon's going into the first house and it's much more involved than just walking in and seeing a dude at a fireplace.

[01:40:09] **Dustin Furman:** Like he goes down in the basement, there's like a guy with his jaw like Hap or it is like whole head is like sideways and um, So seeing that expansion, kind of like making it more scary by modern standards as well. Just because this game now really isn't scary at all. And I, I was trying to figure that out cause I was like, I remember this game being scary, but I was also a lot younger at the time, so I don't know if it's that, but a lot, I mean, even in games like playing the first Silent Hill, it's not really as scary probably as it once was, just because things are different now from a combat perspective as well.

[01:40:47] **Dustin Furman:** I'm glad that they're keeping it to be somewhat actiony as well. And I think that's one thing they really tried to emphasize in the trailer was like him running around the village, like the, the cow catching on fire [01:41:00] and stuff like that. Like they definitely weren't trying to to ground it in any way. And I think that's probably the other main aspect is that they've kept the other remakes campy.

[01:41:10] **Dustin Furman:** And I think that they're gonna do the same with this one. Like are they gonna have. The, the, the bingo line in this game? Uh, I really hope,

[01:41:18] **Logan Moore:** I think they've, I think they've already

[01:41:19] **Dustin Furman:** confirmed that it is in there. They confirmed that. Okay, good. Cause they had that, and then like when he lights the, the cow on fire, he is like, Oh yeah, bill me later.

[01:41:26] **Dustin Furman:** It's like, okay, this is good. They, they, they know what people want. And so, and I think I talked earlier just about like the idea of taking your established sections of this game and making them more traditional resin evil in whether it's its puzzles or collecting items, backtracking stuff like that, Like the layout, the template is there, like the blueprint is totally ready to go for the expansion.

[01:41:50] **Dustin Furman:** And also just the idea of like redeeming some of the parts that we didn't like as much like the island. Like how do you make that less of a chore and more [01:42:00] interesting? Capcom right now is like on, its a game. So I feel like, and based on what we've seen, it's like, it just seems like it's gonna be a home.

[01:42:07] **Max Roberts:** I kind of like the two of you said, I want them to lean more into the horror bits of it. The opening village is iconic as an opening to any game, and clearly they're messing with some stuff there with sideways heads and blood and more ritualistic stuff. I mean, this is a cult that has taken over a village.

[01:42:28] **Max Roberts:** Lean into that. How has that infiltrated the lives of these people and how does that seep into the castle? Where's the web? I would like that sort of stuff to be more present. I want the the lost plagas in your blood. I want that to feel more like a threat. I'm not saying turn into a mechanic where if I don't do something in a timely manner, I just, I want that to have a bit more weight to it.

[01:42:54] **Max Roberts:** I think. They have a real opportunity to subvert expectations as well. This game is [01:43:00] so intimately known. It's been on every console since the Game Cube. It's, I mean, it's been on an iPod Touch for Pete's sake, subvert the expectations with the audience in the most recent state of play, direct, whatever it's called these days from Capcom, when the chainsaw guy comes through and slices down the, the scaffolding around, and then Leon blocks the chainsaw with a knife.

[01:43:27] **Max Roberts:** That's awesome. And that's a subversion that also adds to the ridiculous, over the top action nature of it in that super fun way. Of course, Leon is blocking a chainsaw with a knife as if that would ever be possible. So keep that up. How do we, how do we do that with the trolls? How do we do that with the, the lake, the castle, the lava room boss fights?

[01:43:52] **Max Roberts:** Where can they. Surprise people in a game that's been around for 17 years [01:44:00] and then the story stuff tie more of that lore into the narrative or make those pickups a bit more, I'm not saying make the pickup super obvious, but let us soak in this world, in this lore, maybe tie umbrella a bit more into it. I like it when Umbrella has a presence.

[01:44:20] **Max Roberts:** Getting Wesker kind of just name dropped later on and Ada, it just feels like, Oh yeah, this is a reasonable game. So they're still here. Don't worry about it. You know, maybe have Sadler have more of a tie to them in some way, or, I don't know. I, I guess if Wesker is trying to steal the, the virus, they don't have a tie, but more umbrella umbrella's fun and I want, I like it when they're involved.

[01:44:45] **Max Roberts:** Oh, and the whole thing to be playable in psvr two. Please,

[01:44:49] **Dustin Furman:** please. Whoa. That'd be,

[01:44:51] **Max Roberts:** if they can do it with seven and they can do it with

[01:44:53] **Logan Moore:** village. Let's do it with four. They can, they can, they can repurpose a third person game into a VR game. [01:45:00]

[01:45:00] **Max Roberts:** It clearly can be done if armature can do it. It's built from the ground up and re engine is clearly capable of it.

[01:45:07] **Logan Moore:** They, that's a lot of death time, I guess is what I'm saying.

[01:45:09] **Max Roberts:** But they took Village. Village is a first person game now, a third person game and a VR game. I'm just saying they could do it.

[01:45:16] **Logan Moore:** Mm-hmm. please. We'll see. Uh, the one thing I have to specifically mention that I am the most morbidly curious to see in the remake, if they still do or not, is Mecca Gundo Salazar stomping after you across that bridge sequence when you were going to the lighthouse.

[01:45:37] **Logan Moore:** That seems so over the top that I could see them cutting it, but it's also one of those things that I desperately want to remain in the game and not be touched whatsoever. But what if it was turned into a boss fight instead? I'd be fine with that as long as it stays in the game. I just need a giant Salazar robot in that game for no reason at all for a five minute sequence.

[01:45:59] **Logan Moore:** [01:46:00] So I like just keep it in, please.

[01:46:02] **Dustin Furman:** Hmm. Shout out to Mike the, uh, helicopter pilot once again. Holland Hero and, uh, really shook up Leon. So apparently they were, they were pals. Give us Aung Hero more. Mike Lore, please. Yeah, that's what we need.

[01:46:18] **Max Roberts:** Mike Lore. Maybe show them getting drinks. You know, like Leon said, drinks on Leon.

[01:46:24] **Max Roberts:** All right. I think that does it for our resume before discussion. Thank you so much for listening. If you'd like, you can follow the show at Chapter Select. You can follow Logan on Twitter at more man 12 in his writing [over@comicbook.com](mailto:over@comicbook.com). You can follow myself on Twitter at max Roberts 1 43 and my writing [over@maxfrequency.net](mailto:over@maxfrequency.net).

[01:46:42] **Max Roberts:** And you can follow Dustin on Twitter @DustinCanFly. He's the executive producer over at Last Stand Media. You can listen to, uh, Sacred Symbols. They've got a bunch of stuff over there. Um, on their Patreon. You guys just started like a, a fantasy league with, uh, sales figures, right? Sacred sales or [01:47:00] something?

[01:47:00] **Dustin Furman:** Yeah. The Sacred Sales Saga. I think I just. Am starting to understand what we're doing. It's really not that crazy. It's about, you know, predicting the top selling games on, on, uh, the PlayStation network. But yeah, we do all kinds of, uh, weird and and fun stuff like that and interviews and obviously sacred symbols.

[01:47:18] **Dustin Furman:** The main show is the, the main thing, uh, which if you got four hours every week to listen to you, we've got you covered.

[01:47:25] **Max Roberts:** So if you've got four hours to burn, head on

[01:47:27] **Dustin Furman:** over, or three, you know, 3 3

[01:47:29] **Logan Moore:** 3 to three to four. Yeah. It

[01:47:30] **Max Roberts:** depends on the day. Thank you so much, Dustin, for joining us, and thank you all for listening.

[01:47:35] **Max Roberts:** And until next time, audios Chapter Select is a Max Frequency Production. This episode was research produced and edited by me, Max Roberts Season five is hosted by Logan Moore and myself. Season five is all about Resident Evil. For more on the season, go to [chapterselect.com/season5](http://chapterselect.com/season5). Follow the show at chapter select and check out previous seasons at [chapterselect.com](http://chapterselect.com).