

Season 5, Episode 23 - Resident Evil 0 Transcript

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Hello everybody and welcome to chapter select a seasonal podcast where we bounce back and forth between a series exploring, its evolution design and legacy. For this season, we are covering the resident evil franchise. My name is Max Roberts and i enjoyed as always by Logan Moore, Hi logan, max, i just need to

Know. Did you really kill those 23 people? I won't judge you. What was that? I was so confused. What with the whole flashback in this game? I was like why is this some Metal Gear Solid 5 like children soldier Mass murder thing going on. I just i just love. I just love that combination of lines. It's true. Poetry within this video game where she says, did you really kill 23 people? Don't worry though, if you did, i won't judge you. I

Don't know if somebody

Told me. Yeah, i did. I might be like, you might be a psychopath murderer for killing 23 people.

Just saying. Oh my gosh, poor Billy, poor poor. Billy

Billy's. A great character gives great thumbs ups. Yes, i love his energy. Oh my goodness, we

Are here today to talk about resident evil zero. If you could not tell the train game as it has been known to me, man. Logan What a game. What a

Game? What a

Season so far. But what a game in particular. He told me, you really like this game. And that's surprised me love this game because

You did not care for resident evil one very much. No, this fixes, This sounds like little. Quality of life improvements. Are in this game that i know you were getting annoyed with. This fixes

So much. That i had with resident evil one.

I don't. We'll get into this in a bit, okay? Yes, let's do. Let's do the rundown and then we'll start getting into door. Opinionated takes on this game. Uh okay, resident. Evil zero. Like Every single other game in this season that we're doing developed and published by capcom, it originally released on the nintendo gamecube in 2002, november 12th, 2002 to be specific, Uh, this game came about after re-1 remake on gamecube if i'm correct. They were kind of They remade that game and that style. And then they're like, hey, we I've made a game in this cool fancy style. This remake style. What if we made another one? And lo and behold?

Are zero came from that resident. Evil remake on gamecube was march, 20, second 2002. So this was just okay. So same year, same year, a few months before,

But yeah, this came afterwards and these are kind of a These, these two are kind of put together, just because the visual similarities between the two of them and

Clearly

Built at the same time. Yeah, same tech. Same vision.

This game has been ported forward though. Multiple times. It's come to ps3 and 360, playstation 4 xbox one, switch pc. I think it's on pc2. It's it's on everything it's remains widely accessible, which is kind of surprising because this one is not Bad in the series but no one no one when they talk about resident evils really ever like yeah, president evil zero, baby. Like it's just kind of the game that's there.

I think in part it's because it's paired with resident evil one remake. Yeah, it's never it's not standalone. So i think it's just By nature of being the same engine. The same time period. It's just bundled together. And capcom's always

Good about remastering their stuff for the future. So it's really, i don't know, in some ways, it's not a surprise. I work getting Mega man legacy games back this year. Like they, they are always remastering weird old games from their past. Uh, the game director on this one was koji. Oda the producer was tatsuya minami and the composer on this game was psycho kombuchi. Uh it scored on metacritic at an 83 out of 100 average, which is pretty good. Um it's got a fair number of reviews in the user scores. Even higher these are scores only based off of 250 Reviews. But yeah, still still interesting that this one seems to be quite well received because i think the Tenor around this one. Nowadays is that it's not very good and you don't need to play it and a lot of ways. That's A thousand percent accurate because the story in this game is not super relevant. Like they you're a huge prequel guy and i know you always love it when Uh, any sort of story goes back with the prequel and flushes out the story further. I don't think, i think that this game's biggest Fault potentially, is that it really doesn't do anything to flesh out what happens in r1 any further. Like, this game's final scene is quite literally here, just being like, i think it's that mansion over there. They were talking about. I'm gonna go there now and that's about it. Yeah,

This

This does not do the prequel flesh out umbrella, corp type thing.

Well,

And all That it's definitely lackluster in that department even for with my love of prequels. This does not satiate that designer. Good fun. Prequels that actually add to the narrative on the whole.

I would also say it doesn't do a whole lot with its two characters as well and we're talking about story stuff here and we can maybe I mean, let's just get into the story stuff now, i guess up front rather than Um, The rise, i don't know. Rebecca is a fine character but She doesn't really, i mean, she's thrust into the spotlight in this game and i still feel like She's just kind of there like her whole, she doesn't feel like a unique character in the sense that i don't know anything about her. She is almost kind of in this game as a conduit to flesh out billy. More so than her getting fleshed out in any sort of way herself. And in turn billy is. Kind of an interesting character. But this is his only entry in the entire series and then he never shows up ever again, which It's kind of fascinating in a series where they continue to bring back and introduce. Previous characters. What i'm saying is come back at all.

I

Don't think rebecca does either. No well rebecca's

In. Sorry,

She's in r1, yeah. But that's it, I believe.

Okay. It

Rebecca.

It's just the rookie. She's just a clean. Kind of a clean slate, which mirrors, I suppose. If a player was truly starting out from zero, with Resident Evil. That's not a terrible type of character to embody. Uh, as half of your playable roster. But a lot of the intrigue is definitely thrust on to Billy, this escaped convict who has a tattoo bad boy vibe. I know, obviously Resident Evil 4 wasn't development at the time, so the teams were probably aware of this type of energy that they were going forward with here. So in 2000s?

Yeah, so that always

Got the tank top and the tribal tattoo and he listens to Lincoln Park. Probably. So

It's

Billy's. Interesting in that way. Just from a historical, contextual period but Billy himself like you joked at the top of the show is just he killed 23 people, but it was framed upon him and there was like, we were killing people out in Africa, I think is actually where they were.

I

Got major Metal Gear vibes from that which felt so out of place, it felt just a place.

I mean the series does go to Africa eventually I

Understand this kind. I just mean little the whole like murdering children and yeah Africa like that felt very out of place

And

I still don't know how that's necessarily tied back to the evil that is at Umbrella and Raccoon City, it didn't. It just felt like it was there for shock. Not necessarily adding layers. Why

Speaking of evil in this game is? Well, I feel like they did not know what to do. With the villains either.

They're like, okay, this is a prequel. So, who can we bring back? Well, we'll throw Western in there because, of course, and uh, we'll throw Birkin in there, too, because, yeah. He's, he's been written out after Resident Evil too. So we'll throw him back in there and show that he has much deeper roots in that he didn't

Realize, then no, because The Order we're playing this side, we had played Zero before two. And I haven't played two in a few years.

So

I've actually, I've recently wrapped up to and when you say Birkin now that my ear is perk up. I'm like, and I'm thinking to the cutscenes in Zero and yeah. Oh, that is

Barking. Interesting. Yeah, western birkin in just because they're the first two major bad guys of the first two games and they're like, i will throw them back in this game but they're not really In fact scenes. Yeah, well, they have like a presence throughout this entire game. This is what's weird about how this game is structured is they they have a sort of lingering presence and there monitoring this situation that is going on with rebecca and billy and marcus, who's the evil slugboy man who's out to get revenge, and all that stuff. But the way that none of these threads ever converge in any sort of way instead, you just get to the end of the game and Marcus is just rather than trying to take. Revenge on umbrella, which has been his kind of proposed scheme the whole game. He's like now we'll just attack billion rebecca here, whatever. And he goes after them and then he dies and the that's it. You never see anything from western or burke and again which i i get eventually you do in resident evil one and resident evil 2. But they, they never actually cross over with marcus in this game other than Uh, Like watching what's going on on cameras and stuff like that, which is a little bit strange uh that they set up these. Threads with all these characters and then just do nothing with them.

Yeah, it's the wrong approach to a prequel, where everyone's adjacent but no one's interacting. It doesn't change the future events or shed light on future events and a real context. All it really is is What if we had a guy who was injected with a slug controlling virus and he's super old now and he's as old as the founder of umbrella or something. Like, that's all it's really Well, i

Think something cool. They could have something cool that they could have done in this game is uh at this point in the Series are in the timeline or whatever, like rebecca and them don't know that wesker is. A double agent bad boy. So

You could have

Had western come in. And like, team up with rebecca and billy or something like that to take down. Marcus and in rebecca's mind, she would have just been like, wow, thanks a fellow stars agent is helping me out. Thanks albert. But they don't even do anything like that because they all kind of had a common A foe in marcus there. But yeah, like you said, they're all the characters just kind of sit adjacent to one another And nothing ever really happens between all of the main players in this game, which would be What's that's a cast of about five people that and that's the main cast of the game, no one else really ever. Shows up, otherwise other than a few. Odds and ends characters like some of the stars agents at the beginning and then one of them near the end as well. But yeah, that's i don't know. The story of this game again, i don't feel like you're ever really playing the resident evil games strictly for the story, especially with some of these older ones. But even on. Yeah, i think it's marriage as a prequel. Like we said they could have done A lot more here that would have been fun. It doesn't have the sort of Schlock that early resident evil games have or even resin evil games in general. Either it takes itself a little bit, too, seriously. And totally, it's just a it's just a bit bizarre. The writing is. Funny though, as i mentioned at the top with the whole, like you kill, 23 people, the writing is consistently bad and not very good. And that stuff is a is where it's a sort of a b movie level. But otherwise yeah not

A whole lot going on

As a story in this game, you know, you were talking about western. I mean you technically can play as wesker, you

Can. Did you do that afterwards?

I looked it up. I didn't dabble with wesker mode, but i thought

That was kind of neat. Yeah, i went back and did it for a couple minutes just that initial part on the train there. He has

Like

A shadow dash and Yeah, death stare. Apparently it's very It's very funny, i guess, i guess. Rebecca is injected with P, 30 mind control thing. I don't think i've gotten to that narratively. Speaking. So, Looks like it's a resin evil 5 or something type. Uh, Element, but it's interesting to To see that kind of crop up that you can play as whisker. Yeah.

Western is good. More whisker is in these games, the better. I'm still excited for you to get to five. I'm excited to

See more

Wesker. I feel like i don't have enough of him yet. Like, he's very prominent in five and code Veronica. Those are his two big games. Okay, so i'm getting close to him then so it is very close. I actually i think those two games are back to back if i remember our season correctly. So

I think so.

Yeah. So, uh, let's talk about this game mechanically though, and just in how it functions because it is very unique compared to the larger series. At least, Well, there's co-op in this game but it's co-op with yourself. Sort of you have two player controlled characters So it's not really crop at all, but In that way, the puzzles are much different. The way you're getting around as much different you I feel like it takes out the horror element of this game just a bit because you always have back up with another character. I don't feel like this game was Scary in the same way that some of the older residential games are like when we play, i wouldn't none of these games are gonna make you jump out of your seat and screamer anything like that. But i still found the original resident evil to be quite eerie at times. And i didn't ever feel like that with this game and i don't know if that's just because of the locations you go to, or if it really, is offset by the fact that you always have A buddy hit your side or maybe not always but a lot of times you have somebody with you, you can help you

Yeah,

Giving you back up in a situation? Yeah. Um, what did you think about this? Two player controlled setup in this game because it really is the unique thing about the game. I love it. I think it gives

The puzzles, the right kind of mental head scratch. Just, Uniqueness there. I like splitting them up and having them run around the mansion and do different things. I like having essentially a 12 item inventory instead of six or five, like it would have been in resident evil one. It's really unique and it gets rid of the double playthrough that's prominent in resident evil one and resident evil 2. It just totally scratches that because they're with you the whole time. So, I overall really love this mechanic. I think there are some like button combo stuff that doesn't really Like you there are different buttons for switching like multiple buttons, do the same thing. So if you accidentally hit the wrong one, you'll you'll switch or call back only that. But this is,

This is something weird that i found and i found some other people complaining about this and i was watching some like video essays and stuff about this game after i finished it. But the control layout and this game is different from resident evil one remake Which is very strange, be it. And it's just subtle, subtly different. Um, But that's a really weird thing especially because both games are packed together as like a single product. Nowadays that you're they were at least a couple years ago when these got Uh, remastered most recently. Um as the origins collection. So it's very weird that you would put these two games together and consider them one like packaged item and that they kind of go together and then you have Uh, button controls that are different throughout. I didn't

Notice that at all. And perhaps that's because we did have a games in between

It's just i

Think it's just it's just very subtle stuff like Rather than square being open inventory, triangle is, and they, like invert certain buttons on the

That

Do certain inputs.

Um, which

Again is not a huge deal, but it's a little bizarre that they wouldn't, maybe it

Would definitely be weird. If you played them back to back.

Yes.

It's like you're saying it's especially as since they're packed together.

That

That is a bit odd. What, what did you think about the? The dual protagonist simultaneous mechanic because i obviously loved it.

I like it. I i like how. Um, I like how Billy and rebecca each have different traits as well. Like since that rebecca is weaker. And she takes more damage easily. She also does not do as much damage with her weapons. But

She can mix things together but

She can mix herbs together and she's kind of more the healer of the group. Um, i like that when they are together, you can transition items seamlessly between them and you can switch. Like, there's a lot of lot going on, with the menus, in this game, and inventory screen more more so than normal, to be honest. And, uh, i i liked all those things though, and i like that, it, it changes the way that you think about the game too, because there are certain situations where i would go into specific boss fights. For instance, and i was Accidentally tackling a boss as rebecca rather than billy. And i'm like, okay, hold on. I'm gonna go back to my last save and we just switch this up and i'm going to make sure billy is the person that i'm going into this boss fight with because he has higher hp and he's going to do a more damage. And i think there's actually a trophy in the game for beating all the bosses as rebecca rather than Billy. Because

That's yeah, so

Nothing,

Um, Which is kind of interesting and i was tempted to go for but i was like no that's that's playing on hard mode, kind of. Um, So i i like that they had different trades and i like that, you can The puzzles. Like you said, they come up with some interesting puzzle ideas in this game. I didn't think any single puzzle was ever, too difficult.

Um, there

Are a couple that are little. I feel like this game requires you to Really pay attention to the files and stuff that you pick up more so than before. And some of the other games like i think about the One of the ones i'm thinking about is like down in the basement area or whatever it is like the seller when you have to light, the torches, to open that one specific door but you have to light them in a specific order all

The animal torches.

Yeah. Yeah.

And they kind of like subtly hinted that and one of the files that you find but it's not. Explicitly laid out. So you really have to pay attention to what you're reading and coming across within the game which i appreciate. Like, for the, to be honest, like, i just like looked up that solution at the time, because i was like, okay, i don't remember which file it was that i read. I didn't feel like going and digging through all 20 to 25 files that i picked up again because i couldn't remember which one said that. So i think that's the only downside of that system is i can't. I wish it more. Easily highlighted. Like, where the solutions for those were at or something like that. Yeah,

It really

Takes a little bit cut, reference

Material. Yeah.

It's a little bit cumbersome, to have to go back and dig through those where you're like. I know i have the solution here somewhere, but i don't remember which one it was mentioned in.

Um,

But i still like that system overall because it does force, it does engage you more As the player there

Was. One puzzle in particular that i was actually, A bit frustrated with which is toward the end of the game, you are as rebecca supposed to. Combine. I think the red and the green chemicals.

For the battery. Yes. For

A battery or something, but

If

You send, if you send billy upstairs in the church and leave her back a downstairs, You have to backtrack all the way to the mansion. Which is now filled with

Animals.

To get the green. Solution. But if you send rebecca upstairs and said with the grappling hook, there's a green jar up there. So i feel like Like that was punishing you for just picking the wrong person. It wasn't It wasn't something you could have known without doing it. That actually just i resulted in me, backtracking getting it having so little health that i was like, screw this reloaded to save and sent rebecca up instead and was able to, that's the solution.

I know that exactly part of the game you're talking about because i ran into the same problem except i had green. On me already. And i needed the red and luckily, i found out that there's a red Uh, down red chemical like right around the corner where the

Like

The slime, boy, spawns or whatever and that hallway. And so, that saved me because otherwise, i thought i was

Interesting downstairs, but green is like at the start of the game.

Yeah, i

I don't know why they did it like that and it was, it was frustrating at the time. And so i just reloaded the Same, those canisters don't really stand out in the environment either. I didn't even not really interact with them. Yeah they they don't really do a good job of telling you that those are things you need to interact with and that you need to add those chemicals to your mixing set and like they do mention chemicals like oh if you mix this and this and it makes this and and so there's a couple there's one of those files that outlines that it's like okay cool but i don't know what that means. And that's just because again, the game doesn't really I feel like if they would have forced you somehow to take that first of green chemical so that you could know that you can add it to your inventory or if they added a puzzle with it, more like up front. I i think that would have been a better choice. Yeah. Because then it becomes clear that you need to

Do

Those sorts of things and be on the lookout for that.

Because

Yeah, that's the that's really the only first time in the game that It asks you to do something with the chemicals, i believe. Because you have to like melt the Thing that you get from the upstairs and it creates a key and then it lets you go through the door and

Exactly

Yeah, that's like the first time you have to use it. Yeah, there are a couple annoying puzzles like that in this game, that Yeah, i had to reload reload a couple save sometimes to make sure that i was doing things in the proper order and that i wasn't getting stuck and

Yeah the right character doing the right thing. Yeah,

Yeah.

Because i did the i did the exact same thing where i sent billy upstairs. Also, can we just talk about the hook shot being horrible as well? Like you mentioned that you love having 12 items slots. They came forces you to carry the hook shot with you until like three force of the way through the game.

Yes. And

It like like that is one thing that i really hate and we can get into a larger discussion about the inventory management stuff here because i have to Like the lack of an item box in this game is It's it's insane like you are just tossing stuff on the ground left and right. And i i feel like that's the main thing that this game forces, like, if there would have just been item boxes, like You need that, are you need the hook shot for instance on the train but then you don't need it again. Until that church section you mentioned, which if you're playing this and you're not a speedrunner, i'm going to say is Three to four hours later in the game or something. Yeah,

It's kind of like this.

The

Definitive halfway point if not even further than that. Yeah.

And it, and

So i left the hook, the hook shot grapple hook, whatever, it's called in the front of the mansion by the same spot. That's kind of a dumping ground early on. Yeah.

When

You get to the church and you get inside, You need it to go up through the roof after you fight the bat. And it's like well now i have to walk through the whole. Yeah. And get this after you fight the bat, that's when the mansion fills up with monkeys. Yep. So when i realized that, I just reloaded the save and went and got the hook shot and brought all that stuff forward with me. And then fought the bat that way i didn't have to go through the the monkey infested house. There

Are a couple instances like that in the game where like you are finally progressing progressing and you're moving to the next Part of what you are going to be doing. And yeah, the game doesn't really convey. The other thing with the hook shot that in particular when you use it for the final time the game does not tell you like most like with key cards or something like that, it's like oh hey you don't need the same or so just toss it and it's like, okay. Yep. Does not do that. So you're like keeping the hook shot with you because you're like, i don't know if i'm gonna need this. I don't want to get stuck or something and it's just Taking up two spots the whole time.

Which

Then you said, like, oh, it's great that we have 12 slots and it's like, well, he always gotta account for two of them. Being the hook shot. If you're ever going any one direction and then you want to keep the grenade launcher and you want to keep the shotgun or whatever. And it's all a sudden you're like, okay great. Let's that's half of my item slots come by and what am i going to do with the other six? So it fills up very quickly. It does the

Hook shot is egregious but I, This is probably my favorite. Inventory system so far. The. And what i mean by that is the ability to drop items. And these stay present in the world. And you can pick them back up. Incredible changes the series. Why is this not a thing? Going forward, i'm flabbergasted it. With so liberating to just be like i i need whatever item. I just found, i'm gonna drop this here, i'll come back for it, but then i would argue that make that leads for to more backtracking

Than ever before, like, kind of like you mentioned like, oh well, i dropped this here. But now i'm in a completely different other than the church. And i need to go back to the Manner. Like the entry entryway. That sucks. Like that's that does suck.

I think for things like the grappling hook that that hurts a lot because you weren't sure if you need it or not. But for more generic items plants in health, um, Ammo gun, i think of like the gas

Tanks in the bottles where it's like, okay cool. I'll set this down because i assume i'll find gas later and then i can make a model tov

Or something. Yeah,

So like you're kind of any anything you can combine i think is good to just throw in the ground because, you know, you'll be able to combine with something else later on. Yeah,

Yeah.

And i to me, one of my big issues in resident evil one was The mansion just felt too familiar, like no rooms really stood out.

As

Unique. I think this game in general, is more unique is far as just the spacing and environments that you're exploring in the mansion and then outside of it as well.

It's easier too. This game

Oh

It's super linear which is another thing i love about this game but The items also being able to drop them and leave them in places. Helped me remember rooms better an environment spaces like eye dropped. This gas can in the blue room with statues like it just it created an association to the space beyond what enemies were in there before i killed them or what door. It may or may not have been locked here. And that combine that with the map, which shows you, which items are in which rooms you left behind in. Makes the map far more useful than it was in resident evil one. Not as useful as it goes on to be in later games. But I really love the. Uh, permeance of items in this game, even if it does bite you in the butt with some key items later on, like the grappling hook, and that is frustrating for sure. Since

We're talking about the, Manner to some degree. Let's talk about all the different. Areas of this game. We've got the, we'll start with the train. What do you think about the train overall? Because i know you mentioned to me that you like this. I think more than i did. I actually like the train as an opening. It's just so It's so condensed and it's so impossible. I feel like a lot of what Is good about resident evil games is even if you do run across zombies or whatever you can. Kind of finagle your way around them and run away from them. That's like borderline impossible at some sections of the train and you just have to be ready to get attacked or fire away which kind of sucks. I don't i don't care for that. Um, otherwise though. What do you think about this area?

I'm going to read my notes to you about the train. Here's my first note. Love the train, it's distinct with each car, having a great design. So easy to remember in the linearity creates restriction, arguably simplicity but it keeps you focused. Then my next bullet, which i wrote Like, just before you get to the cut scene, where you have to like, go to the back of the car and and basically stop the train from running off the tracks. I said, i this is before i knew that was going to happen. Hope we stay on the train the whole time and

Then the

Trick crashes and i said, rip the dream. So i really was hoping for a snow piercer like this train is super long. There's a bunch of stuff happening on this train and like we just get it explore and learn this train. But we left the train in favor of Mansion 2.0. I love the train. I think it's fan. Fantastic.

I think the train is good because it doesn't overstay, its welcome too much because if i would have spent another two or three hours on the train then i think my problems with it would have been amplified that much more. So i think making it this. Brief opening area of the game works quite well, in that sense. It's a strong opening.

It's distinct at least so far in the resident. We'll series. It definitely stands out as A really solid open, We put together the art for this episode. You're like, i haven't played this game, what should it be? And i was like, i don't probably train. Yeah, we need, there's a train, i was like, there's a train

In this game. So i got really excited and that was what we used in. Our prompt was like a spooky ghost train. So It's just

The game cube had great spooky trains. There's this Paper Mario thousand your door.

Excess express. It was a good time for trains back on the game cube.

We talked about the manner a little bit. I didn't know if you had anything else you wanted to say about that kind of Yeah, it's it's far more linear than spin, spencer mansion which i think is good. I don't think it is. You talked about how it has a lot of unique. Uh, Things that you remember and i don't i don't think it is visually is distinct when compared to the Spencer mansion it's spencer mansions much more iconic and there's way more rooms in areas in that game that i remember personally compared to this one. I

Censor mansion. I remember there's that first room off to the right with the statue and there's a room with a bunch of knights. And maybe a hallway with like spikes or something this game, i remember the upstairs where the giant centipede is which leads to the observatory with the telescope.

I

Like, This game just stands out to me way more, there's the kitchen and stuff off to the side there where you can run and the basement area. There's a there's a dungeon in the basement. There's

Less iconic spots in this one, like they're like key places within. I'm not saying that it the manner in this one is like completely unmemorable but i think that Spencer mansion just stands out far more in my mind. Okay

Maybe that's a timing thing too because you've i've played i've

Played re-1 multiple times and yeah. Um

And

I've only played both of these ones. I just, i really did prefer the the research manner laboratory place.

Remind me near the end of our discussion to come back to something associated with r e1 here at the end of the podcast. The church we talked about a bit. I feel like this is one of the weaker spots of the game for the reasons we talked about before. It becomes the spot where you need the hook shot again. You need to combine these chemicals you need to. I don't i like the idea that one person's on the top floor and one person is on the bottom floor and you got to kind of work between the two of them. Um that being said the person who's on the top forest, doing most of the work. Uh

Yes the

Price on the bottom floor, doesn't do too much in this instance. I also just wish you could put multiple items in

The The shoot because it just gets tedious of

Yes. Very

Much. Does one item unload the item. Put in a new item. It's just that's a bit too cumbersome. Especially when you are moving things frequently between the two, The church itself like the base floor. It's just the bat boss fight. There's no real. Exploration on that ground floor at all. It all moves upstairs relatively quickly. Now, in defense, i do think resident evil in general. So far in our playthroughs, kind of has a third act location problem. And i don't think this necessarily has that. I feel like it I feel like it, there's always a lab, there's always a lab and i just so i, i

Do want to say, i don't think this

Necessarily drags too long at the end, With its locations at least but the church just Did feel underutilized especially since creepy churches are like a whore staple. So it did feel a bit.

A bit too truncated. How many i mean i'm thinking about this. How many resident evil games do end in a lab The first one. This one.

Two

Does three does because that's where you find nips.

Of. Is there one in four? I can't remember. I

Mean that's really, oh yeah, because that's where you i mean you end in a construction site and stuff but yeah,

But that's where you rip out the Uh, The past out

Of. Yeah.

So i guess four sort of seven, sort of whole island is essentially a lab research facility. So yeah,

It's not. I wouldn't say four is a specific of a lab is sure

Like these games, I can't speak to anything that. Well, seven doesn't.

Seven kind of does

The minds i suppose, because

You get to the minds and then there's the whole episode before they, they lower dump. Everything about Evelyn

There.

Feeling

Village

Doesn't have a lab.

Uh village you don't remember a lab you get to mother miranda's like jail cell area, and she has all her notes and experiments everywhere pseudo.

Yeah. Okay. That's like

No,

I wouldn't consider that. I

Wouldn't consider that one either. There's always a lab, i can't speak to code veronica, five and six i can't speak to those. I just kind of a funny. Thing. I mean, speaking of labs that i guess, once you get into the lab section this game, what do you think about? That hilaria. The upstairs part. Well, there's i was thinking the part after billion rebecca. So

Yeah. After yeah.

After a monkey kills billy tackles of into a river. Um, So, this is kind of One

Of my biggest beefs with The this game was They kill the swapping mechanic from that moment on, you don't swap anymore except for a little bit toward the very end. Um, i'd say you still get until your reunited that mechanic is dead. And i i'm gonna feel

Like that's a shorter period of time than you're mean, i remember it being fairly substantial? Is

I

Mean, i did have to replay things

As soon as you get as soon as you get billy back, you have to go do that box puzzle with like the Uh, the shifting the water raising thing that's there, then you have to go through all of the battery building stuff, raise that up like, i feel like there's a longer period of time afterwards, where you have both characters back? Then, maybe you're giving it credit for okay. Honestly, maybe a five, the fight that's about the final. 90 minutes to two hours of the game. I would say you're only separated for

Maybe 45

To 60 minutes if that. So yeah,

I

Just didn't like it. I don't know. Just the that i do. I do agree that it kills the unique. Aspect of the game, which is

And also you just

Really don't play as Billy a lot at the very end there like Billy just falls in the water and Is alive, like has full health and survives all the stuff. Rebecca really has kind of a slog there at the end. Especially if you don't manage your items and health, well rebecca can be in a pretty dire position there, which i suppose adds to the the drama of it all. Well

They give you two they'd give you two health plans as soon as you get to that area you get off of that cable car.

Yeah.

I was an item hog to degree, i was trying to manage everything, pretty pretty strictly.

It.

You know, it's fine. It's a stretch of space and you're connecting things and it's like only Rebecca can go in the box. So you're splitting them up again. It's okay. It doesn't stay too long though. I will say that like the lab pretty quickly. Gets you to the end and you're fighting marcus and all that stuff. It's

It

Doesn't, you know, it's fine. There is always a lab i guess though. Let's talk about the boss

Fights in this game. Um, because i think there's I think one of my favorite aspects of this game and probably one of my favorite things about resident evil in general, is that, this is a series that is about zombies. Oh

No.

And for some reason, no mutated animals, keep showing up in these games. There is images. I mean, i just i don't i wouldn't say i like it, i think it's hilarious. The a giant scorpion falls, through a, a train car, okay? Shows up or a large bat appears or a snake appears

In,

Uh, It's giant spike in re-1, doesn't

It?

I sort of the snake. The spider like there's just all these across resident, evil zero and resident evil one. There are just a large animals and insects that keep preparing out of no where And it's i don't think it is good. I just think it is very funny that there is this series where they have a lot They could do so much with the bosses in this series and they're like, hmm. What if large bat? Yes, that's a great idea. Large bat is the vet boss. It's so silly. Okay, i can agree with that because i

Was not a fan of the animals predominantly being the enemy type of this game. In general, you fight monkey spiders. Crickets centipedes scorpions. I wrote screw the monkeys. I i dated the monkey enemies. Yes, i don't like the monkeys but it's a nice touch that. They narratively. Explain why? You're fighting all of these because they were test subjects for these viruses.

The bosses just

While memorable because it's a giant centipede, or scorpion or thing like that, they're not memorable, in the sense of Tyrant mr. X. Uh, nemesis, you know they don't

They

Aren't as strong or distinct as the monsters. You actually fight and i was pretty sick of the animal stuff here really quick in the game. So i wasn't a big fan. The final boss Also, just Was annoying, but not in the, this is tough annoying, more in the annoying annoying way, where it just Like stay away from rebecca just

Can't actually damage it really you can just yeah all it is is keep it distracted until the clock runs down. So

It The

Final boss fight itself is not really a fight more, just a endurance test. Yeah, i was

Not a huge train of the final fight either. I think the most disappointing thing about the boss fight again. Boss fights. Is that they could have done some more interesting things in this game with mr. Slugboy being the main bad guy, like he's clearly assembling Assembling slug creature monsters. This entire game that are attacked like you could have done. Some very interesting bosses where it's like hordes of slugs, things coming together and taking the shape of a troll that could fight you or like i think of things like that, that they could have done. Um and it would have had marcus permeate throughout the story a little bit more and would have been like more of a direct confrontation with him that you're having throughout the course of the game. And instead it's just oh, there's a large scorpion that's appeared out of malware and is now attacking me. What should i do? What did you think of the

You call them slugs? I thought of them as leeches, but i think you actually are right. I think there might actually be slugs,

I don't know. No,

They're kind of about why our slimy like this. What

Did you think? Of those enemies though. The marcus

Oh,

I hated those clones hated them as in, they were scary and tougher hated them as in

They messed me up.

Yeah, they are hard. I, they were the kind of enemy when i saw them. I ran away. I was like, i need to reassess how i'm approaching this because

They're

Fast, but let's don't really do much damage to them. You need either the grenade launcher or the molotovs to really dispatch them quickly. And if you don't have those then yeah, i was like kind of More often than not if i saw them and i wasn't equipped to take one down in the moment and it was near Um, like a key part of the map that i needed to be at. Then, yeah, i would i would run, or i would try to quickly kill them with. The items i mentioned i had on me. I wouldn't ever try to waste my shotgun ammo or my pistol emblem on them though because i just felt like a huge

Waste of time. Yeah, i i think there are really. They are the probably the strongest horror element in the game of Instilling fear in the player because when you see them, it's, uh, i gotta get out of here. This is a really dangerous situation. Yes.

So i would agree with them, they

They were great enemies, i think. The design of them leaves a bit to be desired but their function. His spot on. What did you think of? I mean, sticking with

Boss fights. We talked a little bit about the final boss fight. There's like a two-part final boss fight one is when you're on the tram and you're distracting and then there's the other one where it's more of a direct fight. Did you care for that one? At all?

The direct fight.

Happens right? But and then you get the two keys and you turn them and you go

Okay in the area before with like all the body is everything.

That's

Okay. Chases you around it, gave me tyrant mr. X, kind of vibes of big thing chases. You But, It has like a tight kind of corridor off to the left with a little windiness to it and then i'm waiting for

The camera angles and that and that that's a problem because we have those pre-determined camera angles again in this game. And

I think they really hurt in that particular fight because it's just

I

Know it's behind me, so i'll shoot blindly, i guess. Yeah,

You're

Shooting

Blindly a lot with some of those spots of That little area, they put the u in that arena.

Exactly. So we feel the same there,

Um, and then other than that, prototyran is show the other boss in the game. What did you feel about? Tyrant jr. Showed up in this game and Trying to mess rebecca up. Did that surprise you? And what did you think about those fights? Because

I'm pretty straightforward they just

Kind of fire away they're straightforward. I like how it comes back a couple

Of times. And

Oh yeah, especially when it crawls out of the water.

Like,

That was very much. Nemesis energy of you can't dispatch this thing so that was cool. But in general, Tyrant prototyran wasn't A scary threat to me. I was more scared of the leech people. So it was more just a Oh thing not a i guess there is the one fight. I think i died on that, at least once. Where you're trapped near the elevator with it. And you have to Yeah, that that was tough because it's just tight. It's just the

You have to have the magnum on you and ready to go in that fight.

Or

Else you're going to have a tough time. Yeah,

So that that was. Okay, but the rest of it, you know it's just neat, it's one of those. See, there's more to it. It's that prequel kind of energy there. It's yeah,

I feel like that the purpose that tyrant serves in this game, because it just kind of shows up out of nowhere fights you a couple times and then it's written now and there's really no rhyme or reason for why it's in the game. It just seems like They wanted to toss tyrant in because oh, this is a prequel to Resident evil one. So we should put our retirement there because everybody likes that that that boss Um, so yeah. That's Absolutely major prequel vibes in in that regard. I don't think there's a whole lot to talk about and we've been talking about it, kind of naturally. But what did you think of just the weapons that you did have it? You're disposal in this game. A lot of them are parked for the course with other resin, you will games. But there are some new things they've added. I think molotobs are new to this game. I don't think those were in r1. Um, unless i remember incorrectly. And there's some slight changes here and there the shotgun. But then there's the hunting rifle as well, which is

A little more powerful version or was at the.

Yeah i think it's more powerful but less ammo potentially. Um, the pistol, you can get the upgraded version of the pistol. Which is, which is cool. The grenade launcher is again a staple. It's

It all seemed part for the course. Yeah,

Normal

Re stuff i liked. Being able to swap between them the characters, nothing felt tied to one of them. So like, you know, if i had to do something with Rebecca but she was low on health like i would give her the more powerful pistol And she generally at the grenade launcher, while Billy carried the shotgun, but You could freely move things around so that felt fine and nice and it lended itself to the strategy of what am i gonna set out with here? What ammo am i going to take with me? Things like that. So, In general, it's typical classic resident evil weaponry. Nothing too surprising. How

Did you outfit each character out of curiosity? Outfit

Is in their actual outfits. Or what they care.

No, sorry. It's in. Like, what what type of items did you find yourself, naturally, giving either of them? I try to keep it honestly.

Pretty. Even okay, generally health for each of them, each one had a two weapon, two slot weapon and then one of the pistols And that would vary depending on the situation, which pistol they had, but i straight up

Dropped my second pistol. At one point and i never got it back. I gave billy the shotgun and the grenade launcher. Okay, i just had him totally outfitted with all the heavy armaments and then i gave rebecca the upgraded pistol and the magnum. Okay, so she was handed. Handheld weapons and so

Big boy guns.

So now that you're you're talking, i'm I don't think i had the magnum.

You get it right on the Uh, does it talk to you? Or do you have to collect just blatantly given to you? Yeah.

Okay, then then i did have it because i i was trying to see you just kept using that with the Upgraded pistol, which i do have to pick it up but,

Um, It's on the train car between the church and the library. Um, it's sitting on there's like a dead person. Yes.

Okay, i pick it up. Okay. Yeah, i've for a moment. The the pistols that blended and i was starting to think that maybe i had missed something. I did pick that pissed that magnum up, okay.

Yeah, so

I gave Yeah, i i had a lot of weapons. On me, and i'm curious like, what the ideal? This is a game that i think is really cut out for Speed running because you can put characters in different parts of the map and have them do different things. And Carry different weapons. And once i'm curious, like, what the ideal speed running? Patterns are for this game who you send to, which parts of the manner and who does which things, and which weapons you carry on you. To defeat the bosses because some of these bosses are Pretty difficult, i would say, and they take quite a few hits to kill,

So Looking at speedrun.com, the current world record for a new game, is one hour and 16 minutes and 43 seconds. New game plus 112 western mode 111 knife

Only.

90 minutes. All held by. Pessimism pessimism. Which looks to be a chinese speed runner. Playing on pc. So,

Fascinating. Interesting. Very, very interesting. It's always cute. I'm always curious to see like i, you know, i'm not a huge speedrun guy both in practice and Uh, I like viewing it like i'm not an sgdq person like you are. Yeah. Um, but i am always Interested in. The resident evil scene in particular. I

Feel like

Because these games naturally have lended themselves to faster and faster runs, they feel video gaming in that way. They encourage more playthroughs, especially the remakes, where they give you like new weapons or stuff with an infinite ammo. Like it gets our Katie at the end and it's how fast can you get through it? The resin will series, just feels like something that is always. Lent itself to optimization and speed. Which is, i think unique for such a major. Franchise to lean into that, still to this day. It's something that capcom definitely like

Designs their game. You can tell they design,

Like

Pretty much all these games with it in mind to some degree. Especially like seven and eight as well. I don't know about maybe as much. Five and six. But circle actually, we'll talk about. Let's talk about music real quick because i don't think there's a lot to talk about and then we're going to circle back around the Thing involving are you one that i said i wanted to speak about Anything about the music staying out to you in this game. I i wrote the save theme is a little tweaked. So i'm the same theme

Is the re staple. There is music during the break. Train break. Sequence, chase where you're running to the back. I thought that was pretty good. I noticed that. Yeah, put

It down.

Um, And i wrote music when bad guy pops out of fridge, So there's some music when that happens about apparently i

Liked as well. It's It's more of that old style music. I'm Like

I mentioned earlier in the episode. I actually have recently finished resident evil 2 remake And i'm noticing the music way more in these, modern games than i am in the older ones and it has me excited to talk about those games a bit more. But i think the Restriction of music in the older games. Doesn't necessarily mean they stand out at least to this day, so it's It it's good when it's there, i like it. But i couldn't pick out a theme this time around or anything like that outside of The three i wrote down apparently so Yeah,

I don't think there is much to write home about in this soundtrack other than what we And what you already said, honestly is save theme. Again stands out which is Always the case with these games. But then the the way that they use the music experially and throughout the game as well, i think is good. Also, there is a one problem that i noticed in some areas of the game because different sections have different themes, obviously. The tracks loop whenever you walk through a door. And that's kind of annoying because if you're jumping in between Hallways quickly or something like that, that track restarts over and i Didn't know that.

That was one thing that kind of got annoying at certain times in the game. And it wasn't such like

That

I was. Getting like, Really bothered by or anything. But it was, it was it was a little bit strange. I wish. I would have been seamless between Rooms and corridors and all that stuff. But yeah, music is fine overall. Okay, before we, uh, wrap up with legacy, i feel like we've talked about essentially everything else but i just want to ask you one thing. Okay.

I

Think when we did our Resident evil one episode. You are surprisingly. You were pretty down on that game and a lot of ways and part of me was like, okay, max's opinion and i believe will change. As we play more of these games and i think you're going to come to Respect the older style of resin evil games and in some ways i feel like that is true here because you like this game now and you're like yeah i like this format. I like this style. This is good. Yeah.

And

I think you'll like code veronica

As well. Maybe

I'm wrong. But i i think you'll dig that game too. So i'm curious if in retrospect, you think, if you went back to resident evil one. Now that you kind of know how these games are structured and a little bit more of what you're getting into. If you think you would be a little bit more into that game. Now, like, have you thought of this at all yourself? Not that you didn't give resident evil one affair shake but now that you've Gotten accustomed to what to what to expect with these games. And and obviously there's a lot of quality of life problems that we talk about in our resident evil one episode with that game. Uh, so i understand all those complaints that i have those same complaints, but do you think if you went back and played that game? Now, maybe you would appreciate it or like it a little bit more because you've kind of, i think.

I think that's the problem though. I think the a I love retro games. I love playing old games, so don't. Don't mistake me. Some youthful person here, but i do think. Maybe i'm just The quality of life stuff. That was introduced with zero. And going for zero. And then resident evil four. Obviously just changes everything and I have issues with that game as well. Just mechanically that. Was definitely fixed in the vr version and i'm most assuredly, it has to be fixed here in the upcoming remake for that. But i'm maybe i'm just too used to modern resident evil, which arguably started here with zero and then four, and then now, we get the remakes that are defining the franchise to this day. But when i think back to to one, what were my issues? It was Inventory management. It was Item permeance. It was difficulty. Navigating a space. That was to say me. The map wasn't useful, just things like that, like there were just these small frustrations that death by a thousand cuts essentially. The idea of resident evil one, i enjoy a lot. But i think the execution left a lot.

It was too bumpy. So you're saying they should remake the remake at this point.

I think it would be that's that's a fascinating question because we have a diff. We have a hard cut, right? To resident. Evil 2 is now the modern era. Of these old games, right? So it's but they already remade. Resin evil one. That was the thing. They've never remade residential zero, but it was at the same time with that remake. So they kind of always been lumped together. A remake of those would be. Interesting in the So what happens after residential, 4 remake the next, i think obvious step would be code veronica.

That's what i've been wanting forever. And they kind of tease it at the. I mean, spoilers for our resident evil three episodes, they kind of tease it at the end of resident evil 3 and it got me hyped for it. And Recently, capcom actually shut

Down a fan remake project for code veronica.

Which

It's their

Ip, they could shut it down whenever they want. That's not necessarily indicative of a new project in that war or

Nose nintendo, does that? Exactly. So

You

Know, that's not indicative, but capcom in general seems a bit more lenient with fans modifying their games or sometimes. I think so, I will say, wait, i will say in my day job, the only people

Daily emails i've ever gotten from, uh, Companies that have been like, We need you to take this down off your website. Now is capcom and those emails always stem from capcom's japanese offices. And then we take them the PR and we're like, should we do anything about this? And they're like, just just ignore it. It's okay, you're fine. Uh so capcom is kind of uppity. Okay, i'll roll it.

But

After code veronica, do they remake five and six? Do they remake the What i understand at this time, the black sheep of the series. Do they do they pour and remake co-op games or do they Maybe leave those untouched. Yeah, i don't

Know. It's a really interesting because

Zero should get a remake because it is kind of one game that has never been

Retouched. I don't know if zero remake moves the needle i would say code veronica would move coconutica, i think

Should be next. But after that, where do they go?

I guess just the question is yeah. Do they keep at what point do the remakes in? Because you don't have remade everything. Exactly. I feel like it would make more sense to remake one in code veronica before it would be with zero. And that's just because i don't think this this game is very important. And i don't think that this game has many fans in the overall

Resident evil landscape. It clearly isn't because we never see Billy. Again we never hear about marcus really, as far as i know,

Uh, rebecca rebecca's in one but that's exactly. So like this game's kind of just been

Forgotten essentially, which is I'm not out here going to bat for billion rebecca, but i think this game has a lot of really great mechanics and ideas that Should be explored, maybe.

I just think it's a hard sell to remake this game. Like, if they announced already zero remake tomorrow, i think. Everybody's widespread reaction would be huh, what i'm not saying it needs to be next.

I think it. I would buy it, but i it i just would. I think it would be cool. If eventually we could have everything from zero. Through four or code veronica,

Let me cool

Remade. And

I do think i will say, i think the organic is an easy process either. I will, i will say, i definitely think four is the cut off when it comes to remakes. Like, if we get into remaking five that i'm gonna be a little confused because i think anything That would appear on an hd console. Moving forward, i i think is easier to just remaster and i think the states of a lot of those games are pretty, they hold up pretty well nowadays like any anything. About. Eight and after i feel like still holds up pretty well by modern standards like it's not as hard to go back as Code veronica would be,

Which is Code veronica and resident evil zero are kind of the only two games. I'm aware of. That haven't been remade. At least once. Yeah, because obviously one has been remade and then everything else has up to this point. So that's also a fascinating pairing, that these two games are kind of Stuck in their original. Versions. Yeah.

I think we i mean maybe open it up a bit more here, i think. Because i think we're kind of naturally. Doing this. Now talking about this game's legacy and yeah and stuff which we are going to lead into here but i Like, what is this game's legacy? I guess to me, it's just that it's sort of the black sheep of the series. I don't think it's I don't think it's bad. I don't think it's particularly amazing either. It's just Kind of there, if you want a game, that is going to show you what old school resident evil. Is or was with a spin. Obviously, the two person. Two player. Controlled character thing is the spin of this game. Um, but it really does dilute the basics of the old formula down. And that's that's about all that it is. I just feel like it's the one entry that's kind of there especially if we're talking about the main core. But 10 entries, 9, 10 entries, sure something

Like that. I i think of it in a couple of ways and then One of them is

From a

I guess a historical perspective of, This game was birthed out of Of recent deal and partnership with a nintendo where resident evil. Those exclusive for a hot minute on GameCube and I always think of this well now, i think of this, i should say, i think of this. Now, Kind of like metroid prime and metroid fusion. Where those games launched alongside each other roughly i think those were a week or so apart, maybe not if not the same day but it was after a drought of No games. And then finally we get these two versions of it and while there's never really been a drought of resident and evil games, per se Resident evil remake on gamecube was this push forward with new tech new engine. Bringing a classic to a modern audience on powerful hardware. And then resident evil zero, launches six or seven months later. And it's a brand new game using this engine in assets. And Expanding on like a, what would at the time a modern version of resident evil 1b and that was zero. And so it's a place where they experimented, but also kind of did like You can also think of this like the majora's mask equivalent of We have the same assets, we have the same console. What can we make in a shorter developmental period of time? How can we push this forward in experiment with it? And zero gets that. I think the story is totally. It's fluff. It doesn't add anything to the world or lower, that's really gripping and engaging.

But

Mechanically this game has some cool ideas and some ideas i think should still be in resident evil today. I'm surprised. That they aren't really. So, It's an interesting game. To be for sure, but it's not. You know, it's not one, the fans really are chomping at the bit too. Play over and over again.

It's what

I'm glad we put in our lineup for this season though, because i really do think it is fascinating to go back to and experience. And again, it's not holy important. I think we could have just as easily not played this game but uh it's it's interesting and it gives you a lot of larger context for the series and where Capcom's been going and stuff like yeah over the past 20 years.

It's really a cool. Cool game and honestly, I mean, i'm sitting here thinking about it resident evil 7 like we talked about a reinvention of the series trying to save it, a new engine. And then we go back and we remade two. And then they remade three. So they're bringing in those modern conventions again. From seven refining it in these remakes, then there's village. It's almost the same exact strategy.

Just,

New age, new tech, new entries, and new style of gameplay, essentially, with the first person and And whatnot. So It's really fascinating. Contextually both for capcom and the series on the whole

I think that one thing i will say to in here for myself, is I am. I'm i, so we're gonna move moving forward this season, and we're playing resident evil 2 remake and resume all three remake and we're not playing the originals. I would be so curious to see what you think about those games in there. Original states, because they are much different. At least, i would say, two two, two remake is pretty Stays pretty sticks, pretty close. I believe three is much different just because it's so different mechanically for with how nemesis functions in the original game and stuff like that. I would be fascinated to see what you would think about those games in their original states because i

Have played

Those, but it's been very Long since i've played those. Um, and not only that but we've now played of the resident evil games in this style that we're playing over the course of the season. It is one zero in code veronica and code veronica, chronologic. Or Yeah. Chronologically is the latest game in the series but it'll also be the earliest game in this series that will have released because we've played these two other remakes.

That came out after it. Yes. And code. Veronica was in 2000. Yeah,

So technically code veronica will be the oldest resident evil game, you will have played and i'm curious. I'm very fascinated in seeing like because i feel like in your own mind moving forward. You'd be like oh, we'll code Veronica is gonna be better naturally and oh, it'll improve on these things. I might not be the case might be worse in some ways, even that's true.

So,

So you, you you're you're uh, The way we've introduced you to these original resident, evil games is kind of Kind of crazy and absurd, in some ways and it might toy with your brain. So, i'm very much looking forward to playing that game. When we do,

That's

What i love. And that's kind of the beauty of this bouncing back and forth that we do here on chapter select, it gives us the opportunity for unique perspectives and Experiences. Because This is so far, been really a great trip. So i'm looking forward to it. I'm actually super jazzed to play code veronica. Here in a few games.

So

It's gonna be it's going to be all fun time, we get to six and then we'll weep But i'm looking forward to doing that with you. You know, not being old

Because we suffer together. Hey,

Game's not bad.

Dedicated around house kick button. That's what i always say about it.

This may be the best game of them all. But i think that'll do it for resident evil zero. Thank you all so much for listening if you'd like to listen to more seasons. I can go check out chapter select.com, you can follow the show at chapter select, You can follow Logan on twitter @MooreMan12 in his writing over at comicbook.com you follow myself on twitter @MaxRoberts143 and my writing over maxfrequency.net. Thank you So much for listening and until next time, Adios.

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