

S6E2 – Pokémon Scarlet & Violet 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, their evolution design and legacy for this season. We are covering Pokémon, my name is max roberts and i'm joined as always by Logan Moore. Hi Logan, As

Nathan Drake once said to his dead forgotten brother, i'm a man of treasure so i must find my treasures. Oh my goodness.

It's, i'm surprised the end of the game didn't have a prompt, you know, a three option prompt of which was your greatest treasure. The Gym battles. This team star rates are the titans, you know, you

Didn't get a pick. It's just, this is true. You should have been able to regale your own favorite adventure to your mother. Do you have a mother in this game

Of Kitter to remember? She makes the sandwich at the beginning of the game that you, that's

True. She makes the sandwich

Cycle. She's the first sandwich giver. And then that's, that's it. That's all, that's the only time you see as she gives you one sandwich that turns out to be very

Uh important and speaking of treasure, our greatest treasure here at chapter select is our members for just 20 dollars a year. You can go get access to the entire back catalog of longer episodes, as well as bonus content for each season, all the way back to season three for our Pokémon season. We've been doing some team picking videos and a battles in each of our Pokémon games. We just recorded our Scarlet and violet battle yesterday, actually, and it's been a lot of fun. So you can find out more by going to chapter. Com

Forward

Slash join in addition to our new membership options. We do have a guest on this episode of chapter select to talk about all things, scarlett and violet with us. It's one of our old buddies from the games writing scene. Chris compendia will be joining us to talk about the game before we introduce them. Let's run through the basic information here about scarlet and violet itself. This is the most recent entry in the Pokémon series. It was developed once again by game freak. It released on nintendo switch. It came out on november 18th, 2022. The game director this time around was shigiru amori. Same as a sword and shield. Yes, the producers were akira kanashi. Tell you, tell you akazu. No naka takanori soa and kenji endo. No janucci masuda is a producer. This time. It's true. And the music. Quite extensive this time around junichi masuda. May not have been a producer on the game, but he sure made sure to come back and contribute to the soundtrack in some manner. In addition to junichi masuda, The composers behind the game included. Monaco, adachi go, ichinosa hero. Mitsu maiba to ruo teneguchi. Hitomi-sado and toby fox of undertale and delta Rune Fame. Uh, this game is metacritic score. There's got to be one of the lowest i would imagine. Maybe

The

I think it is the lowest actually in the history of the core Pokémon series. Because i remember that when this game released, it sits at a 72 out of 100 on metacritic and obviously, A lot of that is because the way that this game launched was very dismal, the user score is also incredibly low when it comes to Scarlet violet here on metacritic. So this game was Not well, received by any means. Definitely one of the low points in the series. Just going off of Aggregate scores, but again, that's Not a huge shock because this game has a lot of Performance issues. Beyond those performance issues though. I think that we all believe the game has some larger problems that were going to dive into into that. And let's bring in our guest for the episode. Chris. Hi! Thank you so much for joining us to talk about Pokémon scarlet and violet. How

Thank you?

Uh, i have been wonderful. It's um, It's cold. So i'm trying to keep warm. But, Luckily, we have Luckily, we have video games video games, always save us during these rough times. They

Do especially the new consoles generate so much heat. It probably keep you toasty. Yes.

Yeah, they're basically space heaters. That there is big as a space eater. That's for sure.

Everybody's been talking this year, about how it's been a doubt. Like myself included. I've been saying the same thing like, oh, this is a down year. There's not that much to play and then still we get to the end of this year. We're recording this at the end of 2020. 22 to really date this And there is still so much that i have not played this year that i would like the dabble with they're playing. It's just There's too much. I mean it require a full-time job of playing games to keep up with everything. I feel like even dirty. I do have a

Full-Time job and i can't even do that same.

Except i would say that the plain part of the games gets shoved to my off hours, most of the time.

So it's

Very exactly. It's

Very hard, anytime chris, you're probably in this same, Uh, you probably get the same sort of thing. Did people still come up to you and say, you know, oh, you play video games for a living, when you explain what you do.

That

Must be so fun. Wow, because that's kind of how it is. It's night,

I have found. I know this is a very, this is a tangent away from Pokémon and we'll bring it back in a second. I have found that the The thing i tell people the most often, when i explain my job, is i just broadly say, oh yeah, i write about

Tech. I say tech rather

Than games because games then gets into like a

Kind

Of what i was saying. They're like oh wow you play games all the time it's like no

I don't know. Yeah then it like opens up the conversations like that that i hate to

Have and so i'm just like I write about tech, that's just my very cop out way of Trying to explain what i do. For a living anyway. Pokémon scarlett and violet. Let's talk about this video game. Uh, chris will start with you. All of our guests, we bring on the show. We just since we're bringing everybody in at different points of the Pokémon series, we've been wanting to know what everybody's brought. Histories are with Pokémon as a franchise. Obviously i think you are a major fan because i think we talked about this before but you have nearly a fully complete pokedex. I believe at the moment the living

Decks is one what you would call it. I have one of each or at least as of gen 8 Or as of archaeus, i should say. So you're working on it now with scarlet and violet yeah just

What's your broad history with the series and then what are your broad impressions here of scarlett?
Violet

Yeah, my first Pokémon game was yellow on the Game Boy color, and i've been Kind of a, an avid follower of the series with a few. A few lalls in there. Like i i was not a big fan of diamond and pearl. So i kind of Um, slowed down during that era, i missed out on black and white, which i regret because i ended up really liking black and white when i visited those. And i, Did not like, X and y. So son of moon was kind of like my return to the series. I my partner, my then partner and i You know, i got son, they got moon. And that kind of afraid. Vitalized my interest in the series. Um, and around certain shield is when i got really obsessed with just collecting every one of these. Stupid pocket monsters. So Now i'm i'm kind of deep into it. I'm very opinionated on everything. But you can say i'm an expert on the field. Uh, how do you go about doing the living?

Are you playing the old like gameboy versions? Are you playing? Just the most recent remake of like, a. Let's go say, for, you know, yellow, how do you, or you playing every game and catching every Pokémon? I,

Yeah, it was sort of an every game sort of thing and um If you recall, i guess starting with Gems, three and four. There is a lot of interconnectivity so you can be transferring Games up generations. So what i was literally doing was just getting all of my Gba era, Pokémon. All the way to like the switch era, because you can do that. So, it just kind of, like, became this. This, this monotonous chore, because if you recall, a lot of these transfer methodologies involve a Mini game of some sort.

And

You can only do it with limited numbers of Pokémon. So i was just Going to power park all the time and doing this pokey transfer like slingshot mini game.

Yeah, yeah, putting things

On in the background while i'm just like doing this chore of my and Um, i i don't know how i had the patience to do. I guess this is before i had a job. So And also just being very dependent. Um, Like this happened that like the tail end of me being in university. So i had a lot of a like a lot of classmates and peers, and friends, who i depended on for trading and stuff for the versions, i did not have. So a lot of it was me hounding. My college friends through facebook messenger be like, hey, when can you get me this Diane or whatever? Like, because a lot of the Mythicals are event exclusive. So I, i even had to go to to Pokémon trades like subreddits and whatnot and just talk to Random strangers and shites and negotiate deals to get some of these things.

Like

The craigslist for Pokémon trades.

Yeah, exactly. And they they have so many specific rules. On how to frame. I'll be just all these requests and listings and whatnot and it was just a lot to wrap my head around, but oh my gosh. It took a while, i by the time i I kind of abandoned it when someone shield came out like actually I'm trying to remember the order of the timeline here, but I think i stopped around when the sword and shield DLC came out and About a year ago. Once my interests, i don't remember what. Rekindled it, but I got a little obsessive with finishing, the sword, and shield living deck. So, I remember, i did a PowerPoint party with my local friends and mine was i mine was called Pokémon homeward bounds. And i just, i, i photoshopped the homework bound poster and i added the Pokémon home logo on it because i'm hilarious. Um i love it but i basically told my hope this whole story that i'm telling you right now in PowerPoints form and people were so taken it back by this that they venmoed me. So i can buy these sword and shield deal. See and complete this mission. Which i did about a month after that. So, And then they announced scarlett and violet was like, Got making me do this again. Come on

And arcia's.

Yeah. Arcius was. Um, that was a whole thing. Um, actually. So, um, There's this one mythical from sword and shield that i did not have and i made a deal with someone who went to college with me. At the time this person did not have archaeus. They said, oh, if you if you get

Me

All of the His suian exclusives that i will get you. This sword and shield dude. So i i did that.

Oh

My gosh.

So you traded like What dozens of Pokémon for one essentially?

Exactly? Yeah.

And

Last, i heard this person just got arkeyus anyway, so i did not need to do that, but you know what? It was, it was all for the the love of the sports. The thrill of the hunts.

It's kind of, it's kind of classic. Like it's funny that you're, you're still doing this because these are the kind of things I used to do when I was a kid. But it would be with, like, people in my neighborhood and stuff like that. So there is sort of like a very There's a through-line element in the Pokémon series over the past two decades of people who have been doing things like this. And to hear from you that it's still continuing. Just didn't Different ways now utilizing subreddits, and things like that, rather than trying to go find the kid, down the street who has Pokémon ruby and you have Pokémon sapphire. You're trying to trade the version exclusives between each other. It's funny that this is like continuing button and

New

Age sort of way.

I miss the intimacy of like, having like a link cable, yes, with a buddy or something like that. But you know, I'll take shady Craigslist subreddits. Also there's

Still one very distinct memory. I have of me. And one of my buddies when we were like 10 going to, I think, like,

All of

Garden and we said the whole meal. We were there with our parents, we had a link cable and one of us kept restarting The game basically, we would start over ruby or sapphire, get to the point where you get the first Pokémon and then we would trade that Pokémon off of the other and then go restart the game. And we did it in such a way to where we, each got all three of the starters and then traded them between us. So, we could each play through the game with all three of the starters on our team and took like an hour and a half or two hours to do that. But like that's like a very distinct memory. I have of sitting in an olive garden eating breadsticks and doing this mundane task. To make sure we could all get Torchic and swampert

And or mud

Kip. And I don't know.

Seven

Year at olive garden. When you're here, you're a Pokémon trainer.

Yes, exactly.

Okay, so Let's talk scarlett and violet a bit more specifically Chris. I Broad impressions of the game, just overall. Before we start talking more specifically about everything. Obviously, we're again, we're recording this in late 2022, which means the game is still in a horrible state when it comes to its performance and stuff like that. So, a lot of what we're saying here is probably going to be impacted by that. If by the time this post the game has drastically improved. And

It likely will have dlc announced by the time. This is out that too, we're playing it in a very

Vanilla state with no DLC or anything like that as well. But yeah, what, what are your broad impressions of the game Chris and how do you think it stacks up against? I

Don't

Know some of the more recent injuries.

Our bumps me out. That's kind of, yeah. The. The TLDR. Of it. I have this crazy theory that i only like the Pokémon generations that are prime numbers. So my favorite so probably like two, three, five seven. But but scroud and violet, just It's a big come down from archeus, which is a game. I very much enjoyed and i get the whole thing of like these are different games. They are made by different teams at the same time. Um, they have very different artistic intentions but Um, Trying to do this whole open world thing. I'm not sure if it was, um, over ambition or stubbornness But, It feels like a game that's defined by a lot of padding, and a lot of Uh, i have a review up now on gamer.com, but basically i i said that it all feels like it's held together by. By duct

Tape. Yeah, yeah. It's,

It's just not a fun world to navigate because it's one of those. You could do this in any order, you want to sort of games and but he really can. I not really, no. I love, i love building my own logic and sequence for those kinds of games. And i felt like this game just kept presenting. The walls for me that i could not pass, or i had to like really Really ring out a lot from my under-level Pokémon just to try to break the sequence. They wanted me to go through. Yep.

It feels like game freak is You know, the wizard behind the curtain like hey, you know, attention to the man behind the curtain, you can go wherever you want but not really where guiding you down this.

Road of sorts.

And if you go off the path, Uh, you're in trouble.

Yeah, don't worry

About it.

Good luck, missing.

I'm

Glad to hear that. You're not a huge fan of it because Coming into this. Max knew where i stood, i think this game is not very good either. And i think max is kind of in lockstep with that broadly, as well. So, all three of us, don't really care for the game. All that much coming into this conversation though. This podcast, i thought There have been some people who have heard of Who have said like oh this is like one of the most unique Pokémon games ever. This is one of the, this is pushing the series forward in a major and i'm like, really, i don't feel like it is

Slightest.

Yeah, i don't know what the only things that i think are Interesting that this game does is things that have already kind of been established in previous Pokémon games. Just like seeing all the Pokémon readily out that you can catch at any point in time but that's something that was Beginning to get introduced in sword and shield and then they expanded on that and Arceus and now we're here. So like those things, i like just walking around walking through a meadow and be like, oh, there's a Toro so i don't have that. I'll go catch it and you could just throw a pokeball at it and start up the catching sequence of their battle sequence or whatever. Like, i like that stuff. I like seeing what you are actually Going after rather than relying on some strange rng. A lot where you're like on serebii.net and you're like, there's a five percent chance. If i walk through this grass, it if

It's at night and it's raining. Yeah.

Yeah. Like that's stuff is kind of drives me nuts when we've been going back to the older caves, because there's like he's very specific areas where you have to catch certain Pokémon. So i i do like that aspect of skyline violet everything else, though, like is games format. Is just horrible. And yeah, you are not allowed to go. Anywhere like the game tells you you can especially because this game hard locks you with the Uh, like the leveling system like every gym bad, you get it's like, oh, cool. Now, Pokémon level

25 will listen to you. And now, Pokémon level 30

Will listen to you. Like it is a very slow ramp up. And i got to a point in the mid game where i had Pokémon that were in, like the level the like mid 40s and the i didn't have enough gym badges to correlate with that because i was Running around and enjoying the open world and catching Pokémon and fight and trainer. So i was kind of Playing the game in the way that i thought i was allowed to play it which was to just go freely. Explore the world and train up naturally and not go to these artificial spots on the map that it's wanting me to go to. And then the games, like punishing me for that because i've got my Pokémon. Oh, it's loafing around. It's not listening to you. It's like, well, great. Okay. I i ran around and explored the world and caught Pokémon, and now you're telling me that that's a bad thing that i wasn't supposed to do so. There's a lot of elements of this game that are at odds with one another and i don't think it's horrible on the whole, but

It

Feels very. It does not feel well thought out. And In turn, they throughout a lot of the formulaic Pokémon elements that i think have kind of kept the series. Um, like i i talked about, i've talked about this with max, so max would probably be more familiar with our conversations. We had about this a couple years back, but like to me, like two of the most formulate game series ever have always been Pokémon and zelda and zelda a couple years tossed out its whole formula with breath of the wild but it did that to great effect and that game was really popular and resonated with a lot of people and Accolades and awards and all that stuff and people like that this game i feel like it's trying to do the same thing where they're like let's toss out the classic Pokémon formula. I mean they're still gyms and elite fours and stuff like that but the structure of the game and how it navigates you through the world. It's trying to completely up end. And it doesn't work in the same. No way. This game absolutely wants to be pokey breath of the wild and it is Hindered for trying to be that. And a lot of it

Is an illusion too. I mean, the metaphor that i think of is how Every time, every town in the previous, In the previous games would have a Pokémon and maybe like a in the more recent games like a clothing store. Yeah. And in this game they would separate the clothing store until like five different ones. Like here's the sunglasses story. Here's the backpack store. And just just to kind of give The pat, like just trying to pat it out, to make it seem like a expansive world, with all these towns, all these mpcs, with all these buildings and It's it just feels a little contrived in that sense and it's frustrating.

It's

I have a hard time. I know. You haven't played it yet. Logan i know Chris has. But rcs are arceus in a year where they have two Pokémon games that are trying to do the open world, breath of the wild go where you want type thing. I think rcs pulls it off way better and i think in part being unbound to the where a mainline Pokémon game, let that game be more creative and more focused in what it is. It's all about primarily catching Pokémon and filling out that pokedex in this game is Go, find your treasure. On one of these three paths but we're not going to tell you exactly where to go. Although we secretly have a golden path for you to follow and When i realized that it didn't it mattered, where i went as far as leveling goes because the levels of the gyms or the The team star raids and stuff mattered. I just looked up a guide and just followed the order that IGN recommended and did basically the, the golden path narratively that way. Like, it was a traditional Pokémon game. So i never found myself enticed to wander around all that much. I did in the mid game. Again following guides just to get the Pokémon, i knew, i wanted for my team. And then once i had them, it was all set. I was done. And i just Bee-lined. It to every town gym. Braid and titan as the game, as game freak wanted me to do. But i guess we're too. Afraid to truly just let us go wild and do whatever we want. So it's still bound to tradition because it is a mainline game without with the illusion of being free and open and It's just There's these invisible walls all over the place and it's frustrating. To run into them. It's either pick one, you know either give us the traditional route or Truly let us go wild and i, i think that's kind of what hinders this game. Mostly on like the whole. There's a lot of other issues when you dig in I think the

Thing that i find confusing about the format and i'm trying to think of what the potential drawbacks about, what i'm going to suggest are, would be But why couldn't they make it in such a way with where The gyms that you go to are static with their levels. Like for instance, no matter what first gym, you go to in the game, let's say it's going to contain Pokémon between levels 15 and 20 and then the second gym you go to regardless of what second jim you choose it's then between 20 and 25 or whatever and like Instead what they have it is like the gyms are. If you go to the gyms up north they're going to have Pokémon that are level 50s or whatever and you're clearly not supposed to go there and fight but why shouldn't i be able to go up to those gyms and make that the first one that i want to face in the game knows intern. Like, okay, he hasn't Gotten any gym badges yet. So we'll naturally make the Pokémon that you're going to face in this gym, lower levels. Like, those are the kind of things. I wonder why they didn't do because instead, it does Max was saying like there is a specific path. They want you to follow with all of this and that. And that's also true with the The team star raids as well. I would say the titans are. Maybe the only thing that i'm kind of fine. Um, with having set. Um, like strengths or whatever. Like certain titans being stronger than others. I think i was okay with that for the most part. Um, But yeah, otherwise i thought it was strange that the gyms There are specific ones that you were that you weren't supposed to go to even though the game was telling you that you, i was there

No level scaling as the space.

Exactly. Yeah. Surprising it wasn't dynamic because if If you truly could go anywhere and do anything. Why not? Just have the Pokémon in the surrounding? Area while Pokémon and the ones you battle in the gyms and stuff just scale with you. The game knows what level you are. The game knows how many badges you have. Yeah,

That's what

You would think. That would be

Doable and i'm just It's like

Too much work.

I'm sure it's a difficult on some level, i don't know before,

But it

Just seems the logical approach for this style of gameplay. And that's what i'm

That's right. I was saying i was trying to think of like what the potential drawbacks of such a system would be and i can't really Think of any of the top of my head, i'm not a game designer obviously but i don't know what the issues would be. If such a system like that was implemented where it was dynamic

Scan there. Wasn't there

Wasn't any Narrative implication either because each gym is isolated. They don't really refer to The other gyms, when the elite four, visit you at each gm after you beat it? Or when the mona shows up, i

Was gonna say i think that

Is the only thing that is dynamic is pneumonia showing up in her battles with you that she ops to have are based on the number of badges that you have rather than the gym you're actually at. Yeah and the story stuff was all dynamic in that way where you could go to any of them and Whatever the second titan you visit is going to then, be where arvin tells you? He has a dog or whatever like very good

Story

Stuck.

Yeah, yeah.

And sometimes i'd led to some weird cutscene Some weird cutscenes were like. I don't know you fight pneumona and then after that, you meet an elite four member with pneumona. And she acts like she just didn't see like she didn't see you just now it's it's just so strange.

I wanted to before we get too much more into the I think we've naturally been talking about some of the more larger gameplay systems and the gyms and things like that. Um, I wanted to ask broadly about what you guys think about the world in this game too. And i don't i don't think

What i

Think positive to say but I guess largely. This was the other problem with this game is that it wants to be an open world game and i have not seen such a poor Open world in terms of design. Since like 2005, this reminded me of a ps2 game where it's just broad shapes. Are what, like, what makeup the city? He's like, i feel like Yeah, like they're old games that are 15 years old that. I feel like do a better job of crafting worlds. That look I don't want to say realistic because i'm not expecting this to look like a. I want to see a real Pokémon world or whatever, but it's so they're so little detail, especially when you get higher up and you're like gliding over the world and you're seeing the, the surveying ground, but beneath you and it's like, oh wow, there is just, these are just shapes that i'm gliding over

Essentially is pretty uninspiring.

Yes, it is,

Nothing bad.

And they have like set location, you know, like, oh, here's a lake, and here's a desert and stuff like that. And when you're in the midst of them, actively, it's not that bad. But when you get Some distance and you're looking down, there's just very, very little Detail within this world. And i don't know. I think what's

Interesting

To me is Um, A lot of people write that off. I've seen, i've seen a lot of people writing that sort of thing off as like, oh, well, the switch isn't that powerful? It can't do that much blah. It's like, well, if you've seen like breath of the wild, which were legitimately launched with the switch, like i don't know if you game people.

Yeah, i

Don't know if game freak is on like a time crunch to push these things out, which i am going to guess is absolutely part of it because they do not delay core. Pokémon games ever. Once they get into the marketing swing for these They're going, that's gonna get out regardless. Um so i feel like game freak is absolutely on a time crunch. But i Yeah, i i don't know. I, i think all of Pokémon is sort of caving in on itself with How their? I don't know. I don't know. I don't think. I guess what i'm saying is, i don't think these problems are just game freak. Now. Do i think game freaks, a great developer? Particularly right now. But i think there's a lot more at play other than just, Whoever's making this game and making these decisions, we'll never know, you

Know, we can't be a fly in the wall, we don't know. Like there's so many, so many different parties involved in just one Pokémon game because it's not just intend no it's the Pokémon company. Yeah, it's just it's a game. This is still like the biggest

Media property on the planet, isn't it? Like more none, something like that. Yeah,

So

There are a lot of moving. Pieces in a lot of people getting their say and it's kind of like we were talking about when we did our fast and furious season max like the longer that that series went on it. The more clear it was that there's a lot of hands in the cookie jar. All of them trying to vie for different things at the same. It's kind of feels like how Pokémon's been going the past Decade or so. There's just so a lot of cooks in the kitchen.

Yes, there's

A lot of people trying to do a lot of different stuff here.

I don't think Pokémon has made the transition to 3d all that. Well, in general, i remember x and y, and i didn't finish those games back in the day, but i remember x and y, not doing performing particularly well. And those being interesting i never did sun and moon and then you know you and i just did sword and shield and the it just Feels like they got too big for their birches in a way. It's not like Pokémon doesn't have the resources financially speaking to. Concentrate and fix this, but they kind of have the This assassin's creed sort of problem, where assassin's creed was every year. And it had such fatigue and design waned and then ubisoft took the time to take a couple years off and reinvent the series. Now, Pokémon, can they do this? You know, they could but they won't miss a year because they were used to this bottom line performance every november Of getting a huge boost in sales. It's Pokémon skyline is the best selling Pokémon game ever. And it runs. Like garbage. And the world isn't an interesting. Yeah.

Why bother? Why bother stopping if they're gonna

It's just

It's this game is very clear to me that the people that are working on the franchise though, do want to do different things and they're probably just not afforded. The time time is probably, the big resources that the studio does not have because they are trying to up in the formula and they're trying to do new things. And there are interesting nuggets of ideas with it in this game, but they just have not been fleshed out and it feels so.

Rushed, they have dreams

Within game freak, but they do feel like all the teams are.

Press for time, it's not,

You know, they I think they

Outsource to a degree, brilliant diamond and shining pearl. I have to have to look into that. Yeah that was

That was somebody totally different studio. Yeah. Whichever whichever studio made Pokémon home did bds and they did it in unity i think which is why Absolutely messed up. It's

Just so Evident that. They either need more time or you need to reign. The design in more focused, because the last two games have been fairly Large and scope. I would say and not executed super well on said, scope.

It's it's so strange. What? Um, what? What they've improved on and what they just kind of ignored. Like for example, navigating around the world, it's so much easier to pick up an item and you just get a little pop-up instead of like getting the whole text box and having to hit a repeatedly. But then battles are just slow as hell. Oh my god! They're painfully slow. It's like why? Why can we do all of this?

I feel like the animations for the attacks and stuff are getting worse. Which is so weird.

And then i don't know how much of the terra battle stuff you guys did. But oh my gosh, terra transformations. The animation alone for that is like 10 seconds. I

We had the same complaint with sword and shield i believe when it came to came to the

Gigantic stuff. Yeah. Yeah, it's so slow. It's

Takes forever.

This

Is just just me, mashing a is like, It doesn't do anything to speed it up. It's just

Like

It's Just getting some sort of frustration out so you mash buttons the whole time. An

Rxcs was so snappy. So quick to get in and out of fights. I just,

Absolutely. Yeah. The animation is not waste my time. Yeah. I can just jump into a battle immediately, i don't need the pageantry of a wild, whatever appeared

And I know what this animal is have to say.

Let me find it.

I wanted to ask you guys about um since this is a new generation as well, we get new Pokémon in this game. Chris can probably speak to this the best. But what did you think about the decks this time around and the new Pokémon and the new of all forms in the I guess we can go. What's it called? The, the crystallization thing. What's it called

Terror, terrorize? Yes, that's

The new form thing. I Let's just talk about the Pokémon for a second because i have some strong opinions on this. Decks and some of the new Pokémon that they've added. I don't think it's horrible top to bottom but it's so I don't know. I don't have any strong feelings about a lot of this pokedex you feel the same way? Chris. I

Think they're fine. I think there are I think there are some fun ideas like the whole like the whole palmo evolution line of Whenever it evolves, it's just it like standing up with better posture each time.

Yeah.

Or having like tandem mouse and they just um i don't know. They breed in the pokeball so

They evolve off screen.

Yeah, that you just exactly. Yeah. There, there are some creative ideas and not in like a, you have to turn your 3ds upside down kind of way. Like i think they're actually genuinely creative. Um, and i think the designs are They're just fine. Like i know that's been a point of contention with every new generation going back to. I don't know, generation two maybe. Um, I think they're totally fine. My personal issue is that because i nicknamed every single Pokémon. I have no clue with any of them are called same. So i don't know them from my ridiculous like illogical nickname.

I don't even nickname them. I just can't keep it straight anymore. There's a thousand of them.

It's too many. I like some of the variants, i think. Cloud sire is is a friend. I would like a cloud sire plush to hug and hold All the time. I think some of those Not regional variance, but like, the, the wiglets and the, uh, what's the tentacle one? The one that just has the legs Yeah,

The tentative again. I don't know, it's cruel. Yeah, toad, scroll, i think is what it is.

That's those things are creeps. I want them away from me, but i think they're they're fascinating ideas. So i guess like points for originality. I like how we've just gotten away from. Generation one, nostalgia and whatnot. I don't think much about the Paradox, or whatever you call them. The, the Past and future versions of the Pokémon fbn. It's just like Cool. You made deli bird into metal. What do you do? I'm not sure and

Then they give them cool names. On top of that, it's like oh yeah. Tail thorn

Master

Whatever. Exactly.

I, I don't care much for that and I, I deliberately try to have a party. Only consist of new Pokémon because I just really want to immerse myself saying, really take advantage of all the new stuff. As tempting, it is to just have like a level 80 Garchomp and just stomp on everyone. I had to kind of resist that. So, and I found myself because of the way everything, all the badges, whether they're the traditional gym badges or the team star stuff, and the titans, they're all scattered and they're all of a different type. I found myself switching between party Pokémon more than I usually do and these games. So I have like a main party of six and like a reserve party of six and just swap them out. Depending on what situation I'm in and I think in terms of keeping me on my toes with type matchups, This game certainly did that more than previous ones did so you know

Partake I think the Pokémon designs are okay. Max. What do you think about the new Pokémon this time around? I know a lot of the Pokémon that you've been experiencing have been new because you've not played all of these games, but

It was true.

But what have you? What do you think about the new additions? This time around some of the new forms? All that good stuff.

I tried for the first time. In the games that we've played so far because we've played some games before this one, I tried to have a team of Pokémon That were new to me. I'm A traditionalist and I guess just a boring old man when it comes to Pokémon up to this point where I get Pokémon I know and I'm comfortable with. So if you know it's a form or something that I know from my past, I just pick that. So this time I tried to get new stuff. Primarily like, I got the tinkaton and the Bellibolt and I guess everyone gets the motorcycle dragon. So I got the draft new draft form. I got the mega man looking sword ghost. So that was fun. Once I caught the team that I picked from the get-go, I didn't really pursue anything else. But most of the Pokémon I saw running around on the world. I had either seen before or

They were

I did see boring. There's like a donkey everywhere that I see a lot of

This is a teacup mule. There's a gray.

Yes like stale thing or mudsdale or whatever it is.

There were a lot of those sun

And moon original. Yeah, I grinded it out. A lot of teacups to get my ghost sword boy. So, there

Was that. That

Was fine. I think the most interesting. New looking Pokémon where the paradox ones, just at least in violate their shiny metallic futuristic Pokémon. I can't speak to what the designs and scarlet, I really didn't. Look at that

Person. I said we didn't care for

Those.

I think they're fine looking. I like robot whatever. They're fun. So, It's okay. I was surprised at the amount of 400, kind of was I guess hundreds of fine number like I'm not I didn't have a whole, you know, dexit Stance. I guess when sort and shield came out between this game

Arceus. Let's go. Sword and shield and then brilliant diamond, shine pearl. Like they've got I have to imagine most of the 1000 Pokémon in the full national decks are available across all of these games. So, there's less of an incentive to put You know, 800 Pokémon into a single game or anything like that. I

Feel like

800'S a bit unruly too,

You know. Yeah, different types. Running around how

Many were in sword and shield. I know it was I want to say it was like five to six hundred but i could be wrong on that front. This

Can This can be solved. I have the technology i'm on serebi.net anyway,

Already.

But will it give me just a straight up number? No, well bummer

I i will say like there's never been a time in sword and shield or even in Chicago where i'm like on. I'm so sad that i can't. Play us this Pokémon right now, like i'm just kind of viven with whatever they got for me.

It was

400 and gallar that being said it is this pointing if i you know, having done this whole living next project

And

Got him Pokémon home and most of them have like you know the no sign next to it, like they're just they're just stuck there forever. I can't do anything with them. So We'll see what happens when we add support for this game to home, but

Yeah,

I'm I would love to see it when we can actually bring them all into. One game, whatever that game, maybe. Because there are people. Like Chris or other folks who have had Pokémon from the gameplay advanced era. That have. Actually carried them along for the past 15, 20 years.

And,

They're just stuck in this digital bank that you pay. I don't know five dollars a year for or something. You can't even Tap into and so, That that is something i would like to see fix, but this pokedex itself. Fine. I saw a lot of Pokémon

Only had

Kind of the two evolution problem. They didn't go into a third evolution. I was a bit bummed by that.

A lot of a lot of single just non-evolution Pokémon in this pokedex as well, which was fine. Like i ended up getting a dondozo this time because i thought that Pokémon was cool and it first i was like oh i don't like that this doesn't evolve and then Where i use it on. It's like, okay, actually this is fine. I think i haven't really spoken too much at length about it, but i think, My one issue with the pokedex this time around is that it feels very indexed into certain types. It's

Sort and shield all over again. Just different types. Yeah,

I mean this has been a problem. I think in the past couple of generations but like with sword and shield, I want to say there was a lot of over-reliance on like poison in that Pokedex from what I remember this time around. Yeah, this time around. Uh like ghost is strangely very prominent with a lot of these new Pokémon.

Uh,

Ghost was a big one. Um, and it was really not any decent, I want to say like electric types. There was no real new water types, which I found interesting, like, holy new water types. Obviously, there's a lot of water types within the game, but completely new water types, off the top of my head, there's like The Condozo the dolphin. Yeah, the mug trio and then the starter Yeah the starter duck and that's about it all I can think of so like they were very but then they add I, I don't know, like I said a ton of ghost types and even new forms, like the annihilip is it's cool. I like that. Private gets a new evolved form, but why is it a go from a crazy boxing monkey to a ghost with crazy hair, okay? Like sure it looks really awesome. But why is it part ghost type? I like those are the kind of things. I really don't understand and I

Feel like,

My, the reasoning in my head behind, why this is beat started to become so prominent is because when they create new Pokémon in these dexes. Now it feels like they are working backwards from the perspective of which kind of type matchups. Have we not done a lot of well we haven't. Really done. Fire grass or we

Haven't done. I don't know the ghost fighting like bird.

Yeah. Like what are, what are things? We haven't really combined with one another and they put those types together. And then they go and make a Pokémon based off of that typing combination, which I guess is fine. But, it feels like the Pokémon are less influenced by. Just hey, I came up with this design for this pocket

Monster.

I think we should put it in the game, and it's more like Well, here's what. I, here's my assignment was to create a Fire grass, type, and I came up with this jalapeno. Dual-headed Uh I don't know. Bipedal dinosaur looking plant thing, it's like okay sure we'll put that in the game. Uh, and I don't even hate that Pokémon. I forget what it's called, but like, it feels

Like in or something. Yeah,

Yeah,

I feel like they are working backwards. Now rather than just trying to put the design of the Pokémon first and then figure out. Okay, well, what type would this be? What abilities would this have? And they're instead coming up with all the stats and the typing and the ability and then they're creating the designs based off of that which again is not a recipe for designing horrible Pokémon, but it's just becomes very clear that with this decks in particular that this deck is filled with so many type combos that we've never seen before. And it just feels like that's kind of the soul thing. They're interested in doing it at this point is mashing up various pokey montypes that we have not seen in the past. And trying to just knock out the full list of Type clashes that and that's about it. And but what happens when they've done all of those like then we'll They start getting more inventive again, when it comes to like gin 11. Like I don't know. Like these are new evolutions,

New types.

Like, there's even the one. The one of the other new fish, i don't know if we mentioned the one that's got the spiky things on its back. The Purple. It's purple and gray and very fast. It looks like we're flying one that just chases you. Yeah, yeah, that thing is a water type. It's like, okay, cool. And then it's all said, psychic type as well. It's

Like

Okay, sure, i guess like, I'm pretty sure it's part psychic as well. So, it just again. Feels like they're Throwing, what are types? We've not done. Well, we don't have any water psychic types, let's do that. What does that look like? I don't know. It would make a barracuda and let me get it psychic type. Sure. So yeah, i don't know. That would be my main criticism overall. I don't think it's terrible. I do have to say, i i need to put this on the record and max knows i've said this, And maybe we can all speak up with what our own personal favorites are i think the starters in this game are largely fine. I do think the gyrating bird is one of the worst starters in the history of Pokémon. I love

That thing. It is my duck alone. It

Is truly. Truly horrible. I think the best Is the cat? The magician cat is really cool. Uh, i really enjoyed using that on my team. I decided i really wanted both the cat and the gator. And so i had a friend, trade me, a cat from his own game so that i could use both on my team. So i used both in my own playthrough. And i think that i think the magician cat is my favorite. Um but i also really like scalla Ridge or whatever but i don't understand why it's ghost type. It doesn't really there's nothing in its kit that really screams ghost other than when it evolves, it's like oh, would you like to learn shadow ball? It's like okay sure, i guess. And that's about it. So, Um i think the starters overall are pretty weak but i do like meow scarada or whatever

It's called. I think the starting designs are really good. The apple dragon duck with a hat, a cat with flowers, All great. But the final evolutions i think are pretty bad all around. I think

That's consistent throughout all of Pokémon. No, to be honest to some degree, like most of the beginning starters. Tend to look pretty solid. I can't think of too many. Games where i've been like, overly thrilled with what the final evolution is.

Like,

I suppose i mean gen one as iconic through and through.

Can't really yeah, or stunk on that. Uh, What is? Golden.

So like even, like i would say, like, back the gin too. Like, i like cyndaquil, but typhlo typhlosions horrible. Looking what?

He's a big gator.

No, he's like typhalogenes, especially

Typologic is a fire.

Yes,

Cynical thing. I always get this. I'm talking for alligator

For alligators. The gator.

I don't think, i don't think maganium is very good.

We

Don't need to go through all nine gins by any means, but like, i don't think the final forms of most starters end up being That amazing like, i don't know. Leave like skeptile, it's just like, oh, it grew a tail and it still Looks the same, i guess is tricho.

I'm starting to. Yeah, i'm starting to like um, have a hazy memory. Of. To even like gen 5 gen 6, final start revolutions like Like, what was the fire one and, and gen, six and x, and y. That was like, the, um,

It's not that big, right?

No,

Um,

Was that the fox?

Yes,

Black

And white black and white was uh the pig.

Yeah. Yeah.

Tepig.

Right. See i it's all. I'm starting to i'm losing it, just trying to think about it, but I will defend dancing duck. I think that i think that things should be vogueing. I would love to see that. So i, i chose the one i thought was

The least. Hideous. It's kind of how that one ended up.

It's you have to admit that that thing's hideous. When it gets you, it's final form. It is so gross looking

It looks like a big dog.

Go look up. The designs of the final evolutions before you played this game. I

Did

You like myself? Be surprised. I

Looked it

Up. I had to

I do like, I did miss the feeling of walking around being like, what the hell is that? I have to get that and this game Day for just by nature of having them in the in the overworld. Definitely did that for me. I

Want to i want to take the conversation, we've talked about a lot of gameplay things and open world things and kind of those structure of scarlet and violet. At this point, i did want to, i mean, there's not a lot to touch on, but we probably talk about the story and the characters to some degree and just how yes, we felt like this one stacked up compared to a lot of the others.

I,

Did not again did not like it. I don't like the Having three different routes is fine, i guess like that idea on its own. I'm not a huge. I don't have a huge problem with because that's kind of how all these Pokémon games are structured in the first place. There's them three line become the champion. And then there's always another Evil team. And then yeah, a new team of villainous group. And then i guess the titan thing was really the only holy new thing that they threw in this time around. Um, which kind of set the stage, which i would say that tied end to eventually, you know, it's usually like a small professor arc too, where the professors involved in some way. And hey, which i, i guess that, i guess the titan stuff ends up falling into the legendary arc

Which

Is the other third major arc of most Pokémon games. So if in that sense, a lot of what's here is not unusual. I guess, i i don't know, i don't like the idea of this being a school and go find your treasurer in it, like the way that they package it is teach you.

Yeah.

It's like welcome to this. Welcome to this massive school. Please go run off on your own. Goodbye. I

Like when it pops up and says new classes are available go back.

No yeah

Exactly. The Pokémon schools were all the worst part of Or maybe not the worst part, but they they always put schools in the other games and he'd go in there and like, read the chalkboard. It's like, did you know that fire beats grass? It's like okay. Thank you

School. Yeah,

So yeah, i the framing around. The school was something that i didn't like at all. Um, and then The characters as well. I don't know d. Uh, I'll pass it to what you guys do. Any of you had a strong feelings about any of the characters or their arcs or it

Was hard to really, um, Have a grasp on any of them because of the nature of. I mean, we at least the way i played it, i just kept switching between storylines, so it felt like they're progression, was at a snail's pace. But i didn't really get any sense of who they were or what they wanted until Maybe the back, haves of all of their Of all their stories. Like arvin with, with his Poor old dog and you know the team start the team star stuff. Was it

Was truly,

I get it. I i get what they were doing but then they had like the like this very this very Slapped ass way of trying to get us to sympathize with them with the same. Sepia filtered, uh, flashbacks that that the champions and breath of the wild had. Yeah, i feel like they're trying to recreate that.

And

Because i had no context and And then not to mention the lack of voice acting, i think. Hurt their characterization a little bit. But it just did not have the same effect and it's like, okay, Your game Boyd, i get it. I feel bad for you, but um, The team star. Uh, plot by in particular heads. Some. Really, silly plot twists and then like taking back the plot twists for another plot twist and stuff like that. And reusing a lot of tropes like the whole Headmaster being like, disguising himself as a kid.

Yes

Class

Was. I had it very much like yeah. How do you do fellow kids have the, like, hit that was sudden moon when the professor is a professional wrestler in the background

And

It's like very obvious. Like, even the dialogue prompt is like, is that you? And they're like god, no, no.

I would never. So

It just, it felt. Yeah, a lot of it was kind of a retread. I i do like some of the ideas, like the whole idea of just rating a base, i think is cool.

But that got so boring. Like every single time like hey what if you just killed 30 Pokémon and then and it's like, can we I would rather fought like 10 team star members like sequentially rather than just aimlessly run around and be like attack attack. Like that was so similar. Yeah, that was so mindless and they gave you 10 minutes to do those and Most of the time it took you 90 seconds to finish them.

So

Strange

Yeah, bizarre. But it was all worth it because i thought the uh the music in the the boss battle was kind of a baller. So

Yes, but teams start boss fights where we're dope. I I liked Arvin's, plot in particular mostly, i thought arvin was going to be The. The kind of villain you were going to be. Really personally, antagonist. I suppose instead of team star on the whole and then it turns out he just wants to help his. Old sad, doggy. With, uh, with some magic herbs. Which is nice. And then, you know, that ties into The legendary motorcycle dragon. Which then ties into the professor. So i actually thought arvin has kind of the best. Story flow of it all I think voice acting

Very much, the core. Yeah.

Yeah.

I think the voice acting would have helped a lot. I i think it's funny when you are going down into the core which takes far too long to like walk to the bottom. All of your friends are like talking about how they know you and bragging about your origin stories, like guys, as i went to school and we all left. So i think pennies are as well as is fine. It's better than pneumona who someone are friend. Told us is basically goku. Which totally enhanced my pneumona appreciation as well as like it's just Goku. They're always happy and they're always fighting. So i i enjoyed those three. I think the elite four is pretty. Me, except for, Larry. Larry

Coming back. It'd be like, dang it. I gotta do this again. I've been hired to be an elite four member

And a drive and grind.

Larry's Larry is by far the best gym leader. He's the best character in the whole game. Yes.

Yeah,

Life won the best in the series. I would argue you know he used the most relatable character

I most of the gym leaders, i I appreciated that they were i think some of the most distinct. Gym leaders. Some of them are the most cringejian leaders of

All time. They

Try to give them all like, very distinct, like modern. Personas, i guess. Like i must i'm a, i'm a streamer. I'm a hip hop ghost trainer, like, get up on stage and we'll and we'll wrap and then we'll fight. Oh my gosh, rhyme

Is the worst i couldn't stand rhyme.

They each have very different like modern. Yeah, kind of personas or as character aspects that you would expect from people in the real world, to some degree Larry's, the depressed due to the dead end job. And

Who is the due to make you auction for for ingredients or something?

I'm a chef and an addicted to auctions.

Yeah.

Here, which is auction for me and spend my money.

We didn't talk about it with the gyms either, but man, the Test that you had to do, were always My numbingly doll, push this giant

Seed around. This all over or whatever and the foot in the baskets.

Yeah, i mean, and they range completely like some of them would be really strange, outlandish. Things like that, that leaned into gameplay mechanics. And then you've got like, max kind of said like, hey if you give this guy his wallet back, that'll kind of is your gym test like, and you're off. It's like this. It was so. And then there's the other one. I think of, i think it was the psychic one. Where it's like, let's do our esp. Exercise is a you just have to press a corresponding button, that's like a Pokémon. Straight up. God it was like like they're so there's someone there's some it was just so strange like i couldn't get any. That was always the worst part of the game to me, it was just going into the gyms because i didn't know what it was going to ask me to do and sometimes it was something as simple. Like i the one thing i do like about the Rap battle one, is that it was just a simple as fight people and i was like, okay cool. Yeah, let's do it. And then the, and the MC who's hosting is like, the final person is me. Now you gotta fight me and it's like, okay, yeah, let's okay. Sure. Like, so that one was just so straightforward and it's set up and it's execution that i appreciated it and then others were Truly horrible, because they were just not engaging in the slightest.

Yeah. So the funniest one to me was the was the sledding or skiing one where you have to go downhill and it's like, this is the hardest course ever, like, only the gym leader can do this and it's like yes, 15 seconds. Like Yeah,

Going through checkpoints. And it's so choppy too because it's trying to give you speed but the game can't handle it. It's running at 20 frames, it's just bad. I did want to jump

In and talk about um I don't know if you were done kind of talking about those straight stuff, but i did want to take it back to arvin briefly and kind of his arc because I think he has the best single arc in the game. I think pennies is weaken is terrible and i don't like that. They call her big boss because every time they did i was like Metal Gear.

Like big boss,

You're here and like no stuff calling her that with arvin in particular though i think the thing that sucks the most about his arc is that they set it up. Pretty carefully over the course of the game that he's kind of been hurt. And he's got, he's got a tragic upbringing. That is amplified by this, the fact that he has a tragically injured dog that he's trying to heal up and i was expecting there to be some sort of culmination with his story arc once you got down into area zero. And the culmination of that arc was, his mom is dead. He's been replaced by herobo, professor

Parents

Are actually

Long deceased. Yeah.

And then you get back to the head masters office afterwards and he's like, oh, i'm sorry. Your mom's dad already's like it's okay. It's just kind of, it's just kind of closure for stuff. I was already. Affecting. It's like wow this is dark. There is really no resolution to any of this. It's just over the part where he was like had

Love for an AI robot as it descent it traveled through time. Yeah,

That too.

It's like no, don't go. I love you.

Yeah, so his arc is just I don't it's very dark for a Pokémon game and it's dead. Yeah. Especially because, like i said, they set it up in such a way that you think there will be a, i guess the payoff with his arc is that his dog gets healed and then he can fight you again. That's about it and that's the only good thing that happens to him the whole game. Other than that it's just i had horrible up. Bringing i was borderline abused. My mom is now dead and it's been replaced by a robot. We had to send the robot with her consciousness back in. I'm so good and then people are just like sorry about that. Arvin sounds like a bummer. It means like. Yep. All right. Back to school everyone. Yeah, pretty much did. You know, you could go fight all the gyms again. Let's set up a tournament. So arvin i yeah, like he's he's the only one with a compelling arc and it doesn't even It doesn't even end in such a way, that felt severely

Good. But it felts very half baked, like most of the things in this game.

Yeah, and i can, i could go on a huge tangent about the team star stuff too. I think it's Pretty terrible. I'll just say that in short probably the one of the thing they

Do with the hands and they make the stars.

Hasta la vie star.

Yeah that's

Pretty sick. I'll give them that but the whole bullying stuff it reminded i don't know what is up with japanese developers lately and trying to lean into bullying storylines but it was the same thing with uh lost judgment as well. A couple years ago they're like let's tell a story about bullying and the troubles of behind someone

Live.

Yeah. Personify to some degree was sort of like that except that was more. Abuse and evil stuff rather than just being bullied. But yes. Something that is, uh, Japanese

Game devs had have had a tough time, right?

Yeah. They're trying. They're trying to really lean into these bullying angles lately. I think one thing i want to mention, i think we just kind of mentioned it or you did a moment ago. Chris was the music in the game. I honestly did not like this

Noge. No, i

Did not care for it. I thought sword and shield was better.

I have so many notes.

I i did not really care for the just there was no standout track. I think the thing that is I think the fact that the whole game was a seamless open world took some of this away from me because in the past what has stood out to me about the Pokémon game? Just like there's a theme for the caves. There's a theme for the ice area, there's the theme for the forest. There's a theme for each city and like i know the music still changes in such a way, but it was so, It was harder to notice those transitions with the music because the whole open world was Just seamless, and i was spinning around it at all times and so it felt very I i i kind of need those hard cuts between the areas to appreciate the soundtrack a little bit more, in my opinion. Um and so it didn't really stand out to me for that reason. Maybe if they just did subtle piano music like breath of the wild, president with me right. Pull a page out of sonic frontiers and just rip off the

Hey man. Sonic frontiers has a hardcore metal soundtrack for every boss fight.

Yeah, that soundtrack didn't do much for me this time around even though it had Toby Fox on board. Oh

My gosh.

I think um, I, i did like the whole Dynamic aspect of the open world music. I think a lot of the Like i mentioned that i really like the team star boss song with that's like kind of exception to My whole opinion on the soundtrack, i think. It was hard to really place the Using the music as an example. The the theme and the feeling of this whole region and the game like When you, when you think about the sword and shield gym battles and how they would be like crowd cheering as a part of the song at the end like that felt very much in tune with the sports culture and for some reason the scout and violin theme. Like when they harassedilized they do the same thing yes. What's the crowd chanting? It's like but that makes less sense in this context. Um, like what is, what is the deal with pauldia besides the fact that they are Arguably more obsessed sandwiches than Pokémon, you know,

It was. And

Actually, what is, what is up with all the sandwich stuff in this game? Always, it's like a sandwich based economy is the sandwich gives

Powers to legendary Pokémon.

Beeps your

Stats. It's i don't know much about, you know, the the real life region like you have like, you know, Spain and portable or whatever that they baseball team on. But It was, it was an easy parallel with Galar and i guess with the with great brand and the sports culture there. But i here i was like, okay. Sandwiches. Hey, we're getting ingredients and herbs. Sure. Eating that jpeg sandwich. Oh

My gosh. What's

That? I hope they never change that. I hope that's another thing. We've already been trying

To. No,

I hope that's never changed. Those animations need to stay because those are actually good. It's the rest of the game that needs work. Ah, I am. I'm frankly surprised. Logan, i thought we were gonna be united. On how absolute

Fire.

The battle music in this game is. There is. I have 13 songs. I downloaded before we recorded. I wish i could talk about them and include them all. But oh my gosh. I think every battle theme in this game is incredible. The tara raid battle music. That's Toby, Fox. I was like, no wonder. This is so catchy. It's Toby Fox I they're only like two areas. I wrote down that i thought were actually good, i think east province number three and north province. Number two had some pretty great music and i only wrote one town.

And those, those

Names mean, nothing, right? He's probably numbers. Where

Is this? Yeah, it

Means absolutely nothing.

But

Then, uh, How do we lavincia at the electric gym on the coast? I thought that had some pretty good music but What you've got? The mamona theme you've got the the champion themes the battle themes. I think all of those hit really great and just are catchy and stick with you. And then you have, The penny theme, where you finally are revealed that she is secretly big boss.

Whoa, that

Music Oh my gosh, they didn't need to go this hard in Pokémon, but they went That hard in Pokémon. It's great. And then i think areas zero like when you're descending and it's all piano and that i thought was

Pretty was solid. I thought, yeah, yeah, so

That's all good. I but i think the battle music is in this game

Especially

With the quantity of it because there's you know, there's trainers elite fours. There's the gym's. There's the tara like there's so many different battle themes. I think they all hit. I it's bonkers. Uh, i'm yeah

I get a music that's featured is not included like i said, It was more just a situation where it didn't stand out to me is

Much as

In the context of playing the game. Yeah,

Yeah, exactly.

Yeah.

Like they're the and i agree that a lot of the battle themes. Remain good. That's not surprising. It's Pokémon. Those are the themes that stood out to me the most because they were tied to specific moments where the penny fight, or the team star fights or the champion fight that you mentioned. Um, Those are all great i thought as well but yeah it was more it was more than music around just when you're Running around the world and stuff like that. Like yeah, i can't tell you. East area two's theme off the top of my head or whatever. But i can recall the Cave, music from sword and shield immediately, because it's so distinct in my mind. Um, and i've only played that game once and I even play that much, but i can still remember it because that music is so Integral to those moments of the game that i can think of them immediately. Whereas this, it's just kind of like i'm running around all over the place, and yeah, so I guess the one other thing i want to talk about before we kind of wrap up here and this is something we Mentioned a bit would just be the post game. How do you guys feel like the post game stacks up this time around max and i probably can't speak to this with too much depth max. I know you kind of just stopped playing as soon as that as soon as you finish rolling credits i same sort of thing for me. Honestly i dabbled around for a little bit longer but i did not really dive into the post game a lot. Chris, how did you feel like it? I

Feel a little directionless. I've never, i have not been impressed the post game and any of these recent games i think.

Yeah,

It always feels like they're saving it for the third version of the dlc,

The deal. That's, yeah, that's exactly what i feel like is there. They tucked away the stuff for the DLC that they're going to roll out over the next year and then that'll be

Exactly.

Yeah, like i i love the sort of shield DLC, but i cannot recall what i did after i rolled crisis and sort of shield. But like, like have you found any of those stakes that are just driven into the ground? Yeah,

Only

Two or three of them. I don't know what they do or what they're tied to it all.

There is, i i can't find any any lore or dialogue on this. So, i'm just like, again, i have to like depend on online guides, i guess, because it just feels It feels very last seconds thrown in there or they just forgot to again, half baked like they just forgot to Completes that aspect of um, yeah, it's weird that they, they throw those things in

There and you interact with them and it's just like it disappeared. It's like what is that? What does that even mean? What am i supposed to do with that information?

Yeah, i know they have something to do with like some new legendaries that you can catch in the post game, which i i don't really have much knowledge on at this point. And i don't feel very compelled to fight the ship leaders. Again to

Me the post game just reminded me of sword and shield without the narrative hook.

Uh because

In certain shields, you have to go to each gym and fight a gigantic max Pokémon. And then, Uh and then you fight shield burton sword boy or whatever the big wig?

Oh yeah, rich

Foe.

So there was like a narrative push.

At

Least in that post game, this post game is a go check on the gyms for me, please and fight your fellow students. Help

Me set up a tournament. Yeah,

So

We think it's even more

Aimless.

So i'm a child. Why is that? My job.

Yes,

I'm a student. Please teach me biology rather than telling me to set up a nationwide pokey tournament.

Don't forget to go to class.

Uh, the last thing i wanted in on, and this is something that we should probably brought up at the very top of the episode. But i did want to go around and ask what everybody's core teams were that they use throughout the majority of the game. This is something we've been doing on most of these episodes, i believe. And i'm just curious, uh, chrissy. I know you said you had kind of two different teams that you, you used. What was your main group this time around? I will saw my champion

Team, you know, like the ones that i actually won with. Let's see i i did the dancing duck. Yeah, yeah, i did. Cloud sire. Very reliable boy of mine. Low kicks. The of the bug who can also I had a fighting type. Tarot's fighting teratype loccakes that. Was very useful to me, tinkerton who i understand looking at like the competitive subreddits a statue. Not that great, but i still really like to think a tongue. Um, annihilate, i really enjoyed. And i had i had a sko villain because i was missing both grass and fire and it's like, what do you know, they have one. That's just both of those. So there you go, pretty eclectic team. I think again all new Pokémon because that's how i that's how i roll with these games. So max,

I know i know your team because we thought, what was your team?

My team was also the dancing duck, clockville, i don't know, tinkerton as well, his new the fairy. Typing pair, there was interesting. More leaning into Logan's point of this is an interesting type pairing. Let's uh let's put these two together. I will say, tinkerton's hammer is too big because It holds it on the right hand side and it blocks the view of the entire battle. With

The camera. I kind of look dude try having uh, dandozo. Like i know my gosh, you can't even see how that works with the camera, it just would vanish every time uh, fight would start for me and i would have to like rotate the camera out and get like a top down view, just so it would pop into frame and i could see it.

Then i had a Bellable, electric frog, thing. The server ledge, the fire ghost mega man sword, Pokémon. I finally got an appleton because it's much easier to get in this game than it is in sword and shield disappointed by how small Appleton is. I thought appleton would be a huge apple dragon and it is a tiny apple tracking And then, uh, Photograph paragraph for further graph, whatever,

The new

Thing draft evolution, that made Logan. So, so,

Angry. Yeah, that thing sucks. My team was, like i said, i had two starters, so i had skella Ridge and Meowskarata or whatever it's called. I also had a belly boat like max. I also had a tink a ton like both of you did. I had. A dontozo. Like i mentioned the giant whale catfish thing. And then i went, i always have to get the pseudo legendary because i'm a very uninteresting. So i got the backs caliber. Or godzilla

Thing.

Because it looks literally like godzilla. And it behaves like godzilla. So that what? That one was absolutely in my wheelhouse, although i will say i hated, uh, Dragon ice combo that makes it. So, Weak like ice has fragile ice has so many weaknesses like ground fighting fight like that thing has so many weaknesses. Because it is an ice type. So yeah, that that felt like a Again, kind of similar to meow screw out, like a glass cannon that i was trying to use and had to tactfully send out and know when to no one to use it. No one to keep it in my party, but tinkerton was the common. I feel like, that's one of the most common new Pokémon that everybody is getting. I feel like it's one of the only new fairy types. And then, i just It's one of the better designs with the whole pokedex, too, i think so. So cool. I think that's we've we've actually talked about everything unless there's anything else you guys want to bring up here at the end? But uh otherwise let's talk about this game's legacy which is obviously Recording this a month out from when it's released. Again, there's no dlc. There's no Redemption tour that this game has gotten to go on yet. Thanks to future patches or anything like that. So for me

This game's legacy is that it's probably the most broken Pokémon game ever. In really did a lot to damage the series and kind of it's reputation but also none of that mattered. Um, we didn't talk too much throughout this discussion about The performance problems with the game or just how poor ran on switch, which Has been well established by

Everybody. So i don't feel like it's something we need to talk about a ton but also i can't separate the fact that this game not only where there are a lot of problems gameplay-wise and systemically with the with the game, but Yeah, it's horrible performance standpoint even though they pushed out a couple patches since release

That's really cyberpunk 2077.

I've seen such a outpouring of weird gifts and images. Yeah,

Hilarity following, through the middle of the world. Uh, i don't know. There's all kinds of weird attack on titan character models, or they just turn giants, yes, or something like that. I remember seeing one, if you just have two controllers connected to the switch, you can push forward on both of them and you'll go twice as fast.

Just you're walking speed, just double it immediately. Great.

Yeah, chris i guess. How do you feel about the games legacy at this point in time again, six weeks after long. Yes, very hard to tell. I mean i will say the weird thing.

Is

That scrot and violet made me weirdly nostalgic for sword shield which i never thought

I

Would say. I mean with with dexit and people complaining about all the animations aren't that great and there's pop-up everywhere. I mean that game looks gorgeous compared to this one. Um, i mean, even though it was such a linear game like there was kind of this

Diorama, feel of the environments there and the fact that garden biolog has to do. The see that bounty, you can go there.

Um, everything just looks very muddled when you get near it, it's just, you know, the the magic is gone. And so with that, um, i'm pretty sure that two generations. Now, that scrown will be considered classics. Like depending on this how much they be fits with the next couple generations, you know, assuming they don't get their stuff together. So i, i will continue to play this just because i Am very chore-oriented when it comes to Pokémon games of. And i'll collecting and breeding and, and training, and all that stuff, and all your ivs and evies stuff. But, In terms of legacy, i don't think it's really gonna matter because this game Flew off the shelves. Anyway, so Yeah, glory to say. Max. What about yourself? I think a Pokémon scarlet and violet. Is like a flawed execution of grand ideas, right? It's

Open world multi-path, all these things, it's it. But it has this sparse world that does little too entice you as the player to seek your treasure. With, you know, technical performance, and, and padded game design. Actively fighting you and slowing you down throughout the entire game, really? The challenges minimal in a campaign that doesn't grow alongside you. It all feels To quote pneumonia fruitless not fruitful fruitless. Yet there's an undeniable lure still of seeing Pokémon out actually, in the open world. I think that novelty has a worn off on me yet. At least considering, i guess we've had. Let's go sword and shield in now. Scotland violin Pokémon go as well, kind of merging that with the real world. So there's still that allure. That is engaging to some degree, but in a year with two open world Pokémon games, it's a shame that the teams Couldn't work together to make one true treasure for us all too enjoy. So that's what i think about the game. They need to pull their resources for the next couple apparently. What should be a good idea? Like, i don't know why they don't Do that in the first place, but i guess. The answer would be money because why sell one? Game. That'll sell 10 to 15 million copies when you could sell. Three, three of them. Yeah, so

Fact that the the outsourced the diamond pearl remakes is just Putting this whole operation to question if you ask me like i yeah,

What

Is happening? I

Don't know. What are they doing with the money? They're making, i guess is what i want to know. Like usually usually money brought in like that would allow the resources to improve, like even if they were on time crunches, like, you would stand a reason to go. Yeah, like standard reason that like, because they're making so much money, they could hire so much more talent to work on these games that were, even if the windows of time were smaller that i just feels like they really Again, we have no idea what is going on behind the scenes over there, but It just feels like it's such a such. They're, they're They're flying by to see their pants essentially. Like i am. I don't know. They have 169 employees as a 2022. If we could be used to be believed

I really had this odd. This this odd. That's great. I feel like it should be like, 500. Yeah. 169 like Yeah. Yeah. It's very strange, nothing. They had this whole, I think it was like in the late 3ds era where they were trying to also do original game like number the bass elephant. Yes, i do remember that. Yeah, pocket, jackie

Giggle record. Little town hero. Do you remember that one? Too talented. Something for that game? I believe. Yes. Yeah. Um, so i don't know how stretched out, they are there and I don't know what else to say because i don't want to say anything that is. Probably blatantly false or

Or misleading, but it's something's going on over there. That's right. I will say, despite being such despite being one of the biggest franchises on the planet.

Pokémon feels pretty faceless to me and it always kind of has outside of like junichi masuda. Like he is the, he's the only person go each and say yeah like there are a couple key figures tied to Pokémon, but they're the same figures that have been tied to Pokémon for the best, 20 to 25 years. Like there is not like i think of other nintendo teams and i know Pokémons not specifically nintendo team, but you know, with Mario you got the, you've got the i can't remember the, i know the new guy. Yeah, i know. The new guy who's like, they've put out in front and they've been like, hey, this is the Mario guy. This is the guy who does the snaps on the directs and he he made odyssey. And hey, here's our numa, he runs zelda and like no, these are only single figures but Nintendo like pushes, these people to the front a little bit more. Pokémon is very faceless in a lot of ways and when they do put a face to the brand, it's usually like hi. I'm joe, corporate, ceo of Pokémon. And i'm here today to talk to you about Brilliant diamond in shining pearl like it just feels very Yeah, it feels very corporate in a lot of ways.

Not everyone can have a saccharide or the splatoon guy with the lab coat and sunglasses. Yeah,

Yeah. They they're like the umbrella corporation of video game developers and someplace. Oh my gosh. To combine both of our 2023 seasons together into one metaphor or similarly, something like that. And i think that does it for Pokémon scarlet and violet. Thank you so much for listening. If you'd like to check out our previous seasons. You go to [chapterselect.com](https://www.chapterselect.com) or follow the show at chapter select. Thank you to our members who support us directly. You can learn more about going to [chapterselect.com](https://www.chapterselect.com) forward slash join. You can follow Logan on twitter @MooreMan12 in his writing over at [comicbook.com](https://www.comicbook.com) you follow myself on twitter @MaxRoberts143 and my writing over [maxfrequency.net](https://www.maxfrequency.net). You can follow chris on twitter at Then it's what is competent. @Compendizer. They are the managing editor over at GamePur. Go check out their work there. Link to The scarlet violet review that Chris wrote is in the show notes, so check all that out. And until next time, Adios. Hasta la vista. Hasta la vista. That's what i should have said.

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