

## S6E4 – Pokémon Sword & Shield 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. This is our Pokémon season and I am one of your host, Max Roberts. And I am joined as always by Logan, more high, Logan, Max team yell is just a bunch of simps.

That's all they are. They absolutely. Are they? We've

Gone from team rocket which is crime organization to team yellow which is professional simps

The that or annoying soccer fans. For sure.

Just it's a mix of boat. They got the like vu's wayla. Things on this.

Oh my gosh they are truly annoying and honestly, major downside to this game but we'll dig into that a little bit later. We are talking about Pokémon sword and Pokémon shield. In this episode. The first major Pokémon mainline game on the Nintendo Switch. There was, let's go pikachu. And evie, but those weren't mainline remakes, the first gen. So, we are here with gen eight and playing on the Nintendo Switch, the first home console, big tv, Pokémon rpg step aside gale of darkness

Colosseum sword and shield is here. I mean, game freak didn't make those games? This is the first, they did not home.

I don't think so. This is the first home console game, freak game. I believe. Now,

I have to truly look this up. This was that's not the wikipedia. I want, that's a bulbapedia page. Come on wikipedia uh while

You looked at stuff up I'm pretty sure. I'm right, let's just dive right into it and get the broad details of sword and shield out of the way. Pokémon sword and shield to help by game freak as I just mentioned. Released on Nintendo Switch came out in November, on November 15th, 2019. Uh, had two expansions that released the following year, the first one was the Isle of Armor which launched in June of 2020. And then we had the Crown Tundra which launched in October 2020, the game's director was Shigeru Amari. The producers were Junichi Masuda. Hitoshi Yamagami in Takanori Soa and the music was done by Minoco Adachi and Go Ichinosa. The game's Metacritic average was an 80 out of 100 for critics and I don't know if we need to mention user scores because this game's been one of those games that's been blasted by fans. It's got a 4.6 user score but it's also been prone to mass review bombings and things like that. So it's really not reflective of what

I

Think i mean, people are divisive on this one but it's it's also,

It's,

They're trying to intentionally drag the score down, so Uh, metacritic user score, doesn't matter much with this one. What did you find with your research? We never talked about it,

Both games were developed by someone else, genius sonority.

And

They made those two games, they made trousa battle revolution and then they made Pokémon shuffle and cafe. Mix, those are the only Pokémon games they've made. So,

Yeah,

Not game freak at all. Blow on my mind.

Yeah. Game freaks only really develop the handheld games which i think is why everybody was very Partially mad about this game because it has some problems as a home console video game when it's not. The best we'll just say in some aspects which will touch on and dig into more here in a second. Uh, before we do start talking too much about that game though. What's our own histories with it? Which i'm sure there are not. Extensive ones this game is not even three years old so there's really not a lot. We can touch on here.

But,

It, our histories are actually fairly similar for this game. I obviously had never played it again. My history with Pokémon has been established, i've really only played blue and diamond. Up until this season, so i didn't touch it. You know, saw it came out. It was like Pokémon unswitch, logical, logical, next step, uh, Always passed it by. I did find it interesting that this was the first Pokémon game. To not do a second version, you know, a year or so later and instead, opt for dlc. So instead of a crystal or a platinum, or even a, a black and white two type sequel, thing, ultra whatever, Dlc. So, i did find that interesting strategy for the company, but beyond that didn't even touch it. Look at it. Think about it. More than whenever Nintendo talked about it.

Yeah, i mean my real my only real exposure to this game outside of I mean, yeah, it came out a couple years ago. I picked it up at launch, but i didn't play it until now. So i've just been sitting on this and it's been in my backlog for Two and a half years. The only other thing i really remember with it is playing this game at nintendo's e3 booth in 2019. So that was Uh, i gotta look at it behind closed, doors, early, and i think the demo they had us play was actually the second gym. They just let us run through that gym and fight. I think her name was

Nessa. Yeah, yeah.

So i wasn't the one playing that. Uh, Shout out to Thomas francisco. I think is going to join us on this season on an episode in the future. Um yeah, he ran through that and he played that. So i got to check that out and see some of the new features and things like that early but otherwise I'd never. Played the game for myself. Until now again i've been meaning to for a bit but I guess my real history with this. And the thing that i can throw out there is that i've kind of become elapsed Pokémon fan. Like i went from playing Every single one of them to I didn't play sun and moon. I didn't play this at the time. We're recording this. I still have not played Pokémon legends, arceus. So, i have this is the first Newer Pokémon game that i have played and probably the last five years or so. Um, i skipped out on the hoin remakes as well. I never played those The last thing i played i think was x and y, so, From x and y until this. This is the first time i really gotten back into Pokémon. Um since that time since x and y came out on 3ds, so yeah. On that note of this being my first game back to Pokémon, though. Um, i have to say i really Enjoyed this game overall and i'm not sure if the same is set for you because we've talked about this. I mean, very broadly with one another before doing this podcast and i think i mentioned something to the effect of. I'm really enjoying this and you really didn't Respond and say anything. So i have a feeling that You did not care for this game as much as i did. Um, i don't think this is the best Pokémon by any means, but i have to say that, i Really enjoyed it. A lot more than i thought i would once i really got into the weeds of it and was playing around with some of the new Pokémon and stuff like that, it took me a while the land on the team that i wanted, and the Pokémon that i used and maybe we can Talk about that a little bit later, but i do think i enjoyed this game quite a bit, especially more than i was expecting. So, what about yourself?

I was not a huge, this game annoyed me. There that some design decisions. Annoyed. Me, it kills shallow They're the depth that

I And familiar with from the original gen and diamond and pearl feels stripped out of this. A lot of that falls onto team. Yell in the villain type angle of

This game. Yeah,

It's really all jim jim. Jim jim jim. And then the place that and i'll tell you why. Okay? And then the post game is Jim jim. Jim jim jim

That

I don't like. So i'm at the time we're recording this, you've done more the post game than i have. I'm still dealing with sword burton. Uh, or sword word and shieldbert, i guess,

Sorry.

So, i'm dealing with them and cleaning up that mess. So i've not done the entirety of the post game, but i've gotten to the point where i cleaned up the first gym's, and then I fought them again. And then it was like, oh no. Now there are more gyms under turmoil and i'm like, okay i don't want to do this right now. Yeah. Um, so It feels just while

It is a laser focused in what it wants to deliver. It feels sparse in previous, at least the offering i'm familiar with And so i just found that week. A lot of that was team yell. I think in particular And just the whole villain side of this game. While chairman rose is obviously up to something. That's not really fully revealed and explored until the very end of the game and even then it's not done. Well, it's

Still don't really have a good idea of why, is he doing this? Yeah, and they rip bed out of. I'm

Pretty sure it's bd. Okay. Well,

You know, he's plucked out of the story, mid game and then sword burnt and shield or shield burton sorted show up post game. Like i feel like if they were introduced earlier and they were kind of this threat throughout maybe that would have been a bit more interesting. And then the whole wild area bit feels. Unnecessary. I don't know about you. I didn't engage with any of it. I

Mean, i ran around a little bit but not Like it wasn't something that i did a lot, and i know that was one of the big selling points of the game prior to release. It's like, oh we have a sprawling area where there's all kinds of Pokémon. I do think that's cool. In a general sense. I think that it's Novel that you have this expansive area, where there's all kinds of Pokémon and if, if you are just think about it from this perspective, if you are really trying to complete the pokedex and you are trying to cut, got to catch them all. Then it's cool that you have this expansive area where you can just roam go up and down the map and catch all these different Pokémon and slowly build up your pokedex and things like that. I think that's cool. I like that in a broad sense. You

Can so

I have played RCS. And, This is obviously where that game like this idea was tested out and you know what works, what doesn't and then RCS is a way better execution of this concept.

That's

Right. So for me it's a regression, it was like this is not the same thing, those little hot spots for dynamax Pokémon. Clearly that was meant to be like team up with your friends. I didn't engage with that at all. There's all this currency, there's battle points, there's the lots and then real money. It just Feels.

At the time, we're recording this to, like, scarlet and violet. It's going full co-op multiplayer. So it's clear that they were trying some things out with like the dynamax too, like what are more ways we can? Get you to incorporate your friends or do things with friends and it's it's the centered around these raid battles, which i don't think are. Yeah, they're not. Great by any means. So i don't think the wild area is anything phenomenal and it's nothing. I spent a lot of time with again. Um, but i didn't think it was Horrible. I didn't think it was like a egregious. It was like, okay, i see what they're doing here and i see what they're trying to.

Build. I

Think my larger issue and this is something that we can get into. Maybe not a lot, but the game has some very massive, technical shortcomings. And i don't know if that's, i don't think it's because of the switch. I just think it's because Escaping. I i don't know maybe it is because of the switch but there are some insane. Pop in and draw distance problems in this game. And i think that hurts even that i think it hurts way more in the wild area, because you're trying to You know, run around this, this expansive, part of the game and see what's out in the distance and you don't, you can't really see. What is around that? You can explore and look at because the popping is so, Abysmal like the draw distances are horrible in this game so you really don't know what's around each corner until you are right up there and it's in front of your face and that's a problem.

Um, It's a major problem. I will say. Like me noticing? It eventually goes away. Just i

Guess you might find nothing to impacted

Might. Yeah it's nothing that impacted my enjoyment of the game but it was one of those things that consistently the whole time. I was playing like even light game. I was like oh wow, this is really bad. Like even in some of the cities you'll go to, you will get You will have to get very close until other characters pop in and you can see them like it's it's very Noticeable. And it's Yeah i i don't know if that's something that'll be in free, i'm hoping that'll be improved very much. So with scarlet violet because That's a full open world, Pokémon game, so if they have just as much tech, Character pop-in problems and stuff like that. And that's going to be troublesome with that video game. I

I think the more Offensive. Technical issues. The frame rate. That i noticed a lot and did. Did you play on your tv? Put on my TV? Um 95 percent of the time a

Total inverse. I did not play and not handheld mode. Total handheld game for me

Interesting.

I respect. So okay,

Well i was on the TV 100% of the time.

And,

Is choppy, man. It gets really sluggish battles running around.

I was. Not surprised, but it was slow

And had some seconds down. I could see

It. Yeah. So

Yeah. I i played solely on handheld and i didn't really notice frame drops too much. There was a couple times during battles and things like that, but You're stable for the most part. It was the main technical problems were

The things we've already mentioned. To go back to the wild area really quick. Yeah,

I think

This might help transition a little bit, but The other problem i had with it is design, wise, the game only forces you to go through it twice.

Yeah, i

Thought it would be more integral as in almost the wild areas, the central hub and then maybe every town or gym is sprawled off of it. And so every time you were going there, instead of traditional routes per se You're going through this while they're exploring new parts being strong enough to go through and there's one area of it. You specifically can't get to early

Like if they would have had more branching paths unlock. Yeah.

I just disconnected from

Everything else because once you get to the main first city, The three gyms are beyond that and on main routes that you just go through caves and and things like that. And then when you move to the, you got a loop around back through the wild layer. So, It feels like. We didn't have to engage with it and therefore, i didn't engage with it because

But if you don't like it and you're not being forced to engage with it, true, that's around about ways. A good thing, it's a positive thing. Sure,

It didn't make my enjoyment of the game worse but if it was so because that was a part. I remember being promoted, so heavily and obviously new innovation for this series and to see it not use so much. It feels a little

Yeah. What were the big? So the big new features of this game that maybe just if we want to talk about the other, big thing would be the dynamaxing and the gigantamaxing and Or whatever. However you say

Yes

Uh That's the other big new aspect of sword and shield. Do you have any strong feelings about that whole system?

I didn't really engage with it. The only time i engaged with it would be in the gym battles. When every last, That's the only time you really can

Use it. Well,

The

General,

But the they would their last Pokémon, they would always dine or gigantimax and then i would just do it simply to have enough power to counter sometimes. I don't even bother with it, but it was not something i saw as a strategic play. I didn't really want to use it or feel like i needed to use. It. So, It was just there, it made them big and changed your moves. I wasn't I wasn't a huge. I wasn't a huge fan of turning huge.

Yeah, it's not something again. Similar to the wild, how i felt about the wild area. It wasn't anything egregious but it was nothing that i really loved the process of Uh getting dynamax and getting your Pokémon big was just too long. Like the animation was too long to the point that i didn't want to. And do it sometimes because i knew that oh, i can just kill this thing. If i just stay in my normal size and i just use an attack here and I'll be able to take this down without having to go through the whole 15 to 20 second animation

Of

Dynamaxine. So i would opt not to do that. Just be because i'm lazy and i want to say time, i think there are different. We you and i played uh, fight before doing this and i think competitively, i think there are some interesting. Ways that you can use dynamaxing especially if you do double battles or something like that online. I think there are some interesting strategies that you could implement in.

Um,

I think competitive wise there is a little bit more depth to it, as far as the base game itself goes. And not a lot to really. Uh, convinced me that this was a great addition to the game by any means. And it's something that again, scarlett and violet is coming out in the future in the coming months at the time, we're recording this. And it's not bringing it back, they're introducing a new form change system instead, but It's not anything that i am wanting to see implemented in all Pokémon games moving forward and i'm glad it won't be coming back because i just Would like to see them. Do something else or i don't know. It's not it's not great enough to where it needs to be in every Pokémon game. Moving forward. I guess. Is what i'm saying?

Yeah

I'm i what was

It in sapphire and ruby that they did omega Something. Or what

Was the next game? I

But what was it? An x and y. They had a thing in there, too.

I can't remember

I guess we will find out for them but they there is something. There is some sort of like move gimmick.

In each of these games, at least from the 3ds onward and maybe even in the ds ones that i didn't play.

And and that's been one of my big problems with Pokémon in general. And i think that's why i fell off for a while is that they've become really obsessed with form, alterations? Whether that be dynamaxing or whether that be, here's the a lowland version of this Pokémon or here's the glarion version of meow that's a steel type and it's got to beard and it looks different. It has a different evolutions like they've been really Obsessed with form changes for a while now. And that's not anything that i have really Love, and i know they've been adding new aspects to Pokémon games for a long time. Whether that be I don't know eggs and things like that or I don't know. They've been slowly building this out for quite a long time with how how they introduce new Pokémon and how you can get Pokémon and things and things of that nature by. I really am by traditionalist in the sense that i just like them to introduce. No new Pokémon. I like them to evolve into different Pokémon from there and then that's about it. I don't i don't love the Trend of oh, i have a meowth. Well, what type of meowth and what's it gonna evolve into it? Can either evolve into a berserker, it can involve into a persian depending on which version you have, and this is version of diggle. It has hair in this version of diglet doesn't have hair and

Okay, it sounds like that. Some of the designs i like just visually, they're, they're cute or funny. Yeah, the coughing with top hats. Very good.

Yes.

But

Yes, it

Looks funny but it's just Strange. So

The other part of this as someone who's knowledge of Pokémon really is gen 1 and 4. I at least appreciate that, i can identify most Pokémon or a handful of them. That just helps me ease me into learning this new stuff. If you want to introduce

A Pokémon that has a large mustache and like, smoke stack, looking hats, I guess i just don't understand why you wouldn't create a whole new Pokémon centered around that idea rather than repurposing. A wheezing is what i'm saying. If you want to create a cat, that is a steel type. Why are we repurposing meow through rather than just creating a new Pokémon altogether? That's my logic behind it. And i get like you said it's because familiarity for people like you the original 151 is ingrained in people's brains above all else. Even if you're somebody who's gotten into Pokémon late, like when Pokémon go was a huge thing and that blew up like This is the only the original 151 because those are the ones that people know the most. And so i think they do want to keep leaning back on those old ones because there is Nostalgia and familiarity, and i think it's easier to wrote people in be like, look, we're doing things with the Pokémon, you know, the most but as somebody who has seen those Pokémon, For. Over 20 years now probably close to. What 20, i mean, 25 because i've been playing this series since it started. And i've played those games so many times to see. Diglet come back and the only changes it's got hair now and it's a slightly different typing or something like that. Like, that's just not really alluring to me in any manner. So But can i play Pokémon differently than most other people? So, Yeah, i my thing.

With all of this kind of comes down to just the pokedex in general and Picking a team and engaging in the game. This particular pokedex just felt weird to me a lot of I felt like a lot of Pokémon only evolved twice, or at least the ones that i saw and engaged with, on my team. I

Mean involved once or

Yeah, they have two evolved once. Um, yeah,

There's

The start, and then the final evolution. So i'm i apologize there.

And,

The typing in this game you and i have talked about this as we both played it. The typing in this game is all grass. And a lot of ghosts and fairy stuff. It's it just feels way lopsided. And i i struggled coming up with a team for this game that felt balanced. Now i'm sure if i had poured hundreds of hours in you just poke a bank brought Pokémon in, you know, like done all the stuff. Or

Used other Pokémon from past games, too. Because the pictures is obviously like, I, i mean, we put to get, we put out a video for bonus for members if you want to watch where i talked about, how i constructed my team for this game. And one of the things i always like to do is, I want a team of holy new Pokémon that are from that new gen specifically because i want they've put new Pokémon in the game. So i want to use the new Pokémon and going off of that specifically, in this game. Yeah, it was hard to put together a team because Uh, we went mentioned specifically, if you didn't choose saabl at the beginning. Your options for a water Pokémon. In this game were very, very limited. Like there are only a handful of new water types in this game. Three dlc.

Yes, there



Are. Yeah, because my water type that i ended up going through was through with was the evolved form of cub food because you can evolve it to where it becomes part water type and i was like, okay cool that'll be my and i'm happy with that decision but like That's kind of a bizarre one to choose. I think like they have the barracuda thing. They've got the turtle, the dread. No. I think it's called Yeah. And then there's there's a bird. Uh, creamerant, i think it is. And then there's, there's a couple of other, like, pseudo legendary types that i think are water types too, but there's really not a lot else. And that, and that's reflective of I think that to throw this out to real quick to

Sorry before. You say what

You're going to say? I think this is a problem with every Pokémon game. Every Pokémon game. Indexes too hard into one. Type into a couple types. Like, i like, Uh, i mean helen is probably the best example of this without too much water. Like that is a real problem with that game. Like that game is largely centered around water and there are a ton of water types in it. Um, In this game's problem. I don't know if there's one single typing like similar to with water, but there are a couple more than others that are very, very Uh, commonly springing up in this game dragon's another big one. There's a lot of dragon types in this game. I don't know if you Spotted a lot of them. Um, if you look at the rider half of the pokedex, like a lot of those fossil types that you can revive, those are all dragon types. You've got the applian. You've got the The ghost dragon thing that i had, i forget what it's called the what droopy evolved into I mean, there are always dragon types in these games but there's even more i feel like in this one. So,

Um, Yeah, it just made building a team or discovering new Pokémon. Not as fun. There was a moment of saw this anchor Pokémon floating around. And i was like, ah, It's like a spooky ghost looking thing. Maybe it's ghost water like that sounds interesting. It's a water Pokémon. Get rid of this dreadna because i really was never quite happy with dreadnaught.

Yeah. And

Then you fight it.

Find

Out what it is and it's grass goes. I'm like, well, i've already got real a boom and i've got go lurk, which is a ghost type. Like now i'm Now, my typing is overlapping so much and i don't want that. I want some diversity. And it

Just,

It didn't feel like the good team decisions where It felt. Unfair to choose what? To put in and put out, it's like, i like this Pokémon, but i like this too. The typing, it didn't feel like one of those Good decisions where it's like, what am i giving up here? It was just like, why is this i want to use this? But it matches and i can't get rid of it. I don't know, just didn't feel good.

Yeah, i think the pokedex largely has problems. I mean that's That's the big controversy with this game, too, other than some of the technical problems we mentioned. I know a lot of people in addition to us for like, oh, this game is not great game freak for a home console game. That was one of the problems. I know people had when this game came out and the other one was obviously the whole #Save the national decks or whatever. Like there is a very specific pokedex in this game. Which is. Slim down to not include all 800. Something Pokémon that are in the entirety of Pokémon. Now, whether or not that comes back in scarlett, we keep referring, i keep referring to scarlett and violated. At least by the time you hear this, that game will have been out for A bit. So we'll obviously have answers to all these things in the future. Um, But yeah, there's a very specific pokedex in this game as well. Um, Yeah, i i don't know. The pokedex is a whole even outside of the fact that there's no national decks. I do think it just has shortcomings. Especially with again, the original What is this gen 8 Pokémon that are in this?

Yeah, so

I i just think that new new gen 8 lineup is Not enough. Holy new Pokémon, the ones that are holy new. There's too much crossover of types. Um i i think the best thing i can say and this is one other thing that we talked about before doing this. The pokedex really feels like they came up with ideas for types that they could do. Like what are what are some Uh, type Dual typings that we haven't done a lot of in the past. Like okay, we haven't really done, too many rock water types. Okay. Well let's work it backwards. What would a rock water type look like then you get dreadnaught. Oh we haven't really done a whole lot of uh Rock fire types recently. Okay, well, let's do colossal and come up with that. We haven't done any Dark fairy really like okay, what would that look like? Here's a goblin grim, snarl like it felt like they were matching up typings that they haven't used. Very prevalently in the past and then they would work backwards and create a Pokémon that would fit that mold of the dual typing that they wanted to use. That's kind of the sense that I got from this at least like even a turnitis is another example of that. Like it's a i think it's part poison park dragon which is

Rare

And something you don't see very often. It made it interesting, i suppose to see that but definitely heavy on

The grass. I like i like the new

I further for the record i should say. I do like them coming up with new typing, mixes new dual typings i think that's a good idea for the most part. Um, but then there are even some odd Like exclusions like the the grapple lock the octopus thing like that, you can catch in water. It's just straight fighting type with no water type. It's like well why is this You can still teach it water moves and it's basically a water type but it's not okay. That's kind of strange, like, i don't know, just a lot of odd decisions like that

Were

Made uh, in my opinion. So i would agree that i want to talk about a couple Things

That i did like about this game and some things you mentioned Before that, you really didn't care for like, with team yelling stuff like that. I like that. This game really does not have And overarching, bad guy per se until late. Because i think one of the Um, i think one of the cliches of Pokémon or one of the things they've always linked to heavily on is theirs in a storyline, which is Beat all the gyms and become the champion. And then the beast storyline is, oh no. There's this various group in our region. It's trying to pull off this evil plan and it's been that going back to red and blue with team rocket. Like, there's always an evil group and then there's always You are trying to become the the champion of the given region. And they've leaned on that for so long. So when we get in this game in the team, the corn, quote villain group. This time is just, they're not even really villain. They're just against one of the challengers in particular. I

Like

That that was totally different. And again, eventually a villain does rise up near the end of the game and you have to face off against chairman rose and i called one gym into the game. I was like, okay, chairman rose is going to be evil. I can see this coming a thousand miles away. Um, But they really I like that, there's not this constant present of a Team magma or a team aqua team rocket, whatever. Like i like that there was not a singular like villainous group that they're an organization in this region that is trying to Push forward their own motives in uh, i guess eventually there is one because chairman rose's whole Macro cosmos organization or whatever, it's called this sort of that, but it's not in your face the whole time and that that felt fresh to me, at least that it wasn't leaning into these old. Um, He's old patterns that we've seen in the past. I'm

Okay with that conceptually likely just leaning more into a one-sided story or dabbling a little bit of the b along the way. But i think the execution was shallow. There wasn't enough to the plot of going to the each gyms and fighting your way to the top. That i thought that that that storyline of become the best defeat, the undefeated, It wasn't enough there because you would just go to town and go straight to the gym. There wasn't In. In previous games that i have played. You would get to town and maybe there's some of that b-plot there or getting into the gym. There was a puzzle or, you know, i've got to go here and find this key, or i've got to go here and unlock this

To learn cut.

So i got to go to the man on the ship and get cut

From him right

Before i get into this jam. Yeah. I

Feel like if there was just more I get more padding to getting to the gym, more of a struggle. And getting, you know, inside the gym also really getting into the gym leaders, not a challenge either, and i think we'll talk about that when we get to more gym focused discussion, but it just, it was so brisk. It was like, you've got HIM badges like that.

Well,

I do like, the briskness of it. I think we both did. I barely find the same? And i went, i went to, i mean, just throw this out there. Uh, as the day we're recording. This is a saturday on friday. Uh, i have was yesterday morning when i started playing this game. I was at the third gym, i had beat it by the time i went to bed. So, i like that. It was pretty and that's still a lot of hours. I played the game all day long for like 12 13, 14 hours in a day but still um, I like the briskness of his personally. I like how quick some of that went. Let's talk about the gyms because i i this is the one aspect of the game that i did really like. And it's that they put a central focus on The gyms and the champion and becoming the champion of a region and how that is like a huge prominent thing, to be the champion of a given region. I think a lot of times in some of the previous Pokémon games, even just looking back it Uh, Fire-friendly screen, which is the one we've already played in this season. And this is true in a lot of the other Pokémon games i've played over the years is that your goal to become champion and beat all the gyms. It's never something within the larger region that i think people are really Um, They don't they come off like they don't care like it's just this activity. You're doing like oh i see you've got badges, you're attempting to take on the Pokémon league. That's cool. Like no one really. Cares that you're doing it gala region. It's like this is the thing that everybody cares about everybody's super invested in the Pokémon league and the gems and it is like a spectator sport and it is a huge event. It is, these gym battles are a huge events that the people of this Region, love and everybody. You talk to in the game is very they're all focused on the Pokémon league. They're all talking about leon the champion you're introduced to the champion earlier which is a huge difference and that's kind of cool because when you get to the very end of the game and you do eventually fight him, it is this thing that has been building up over the course of 20, something hours depending on how fast you play the game. Um, I like that, the Pokémon league in this game. I guess what i'm saying is in some of the previous games. To jim staff and becoming the Pokémon link champion is always presented as the, a plot. And then the b plot is often the villainous groups that we talked about. But in reality, it feels inversed, a lot of times, like the things that the people will talk more about in the previous Pokémon games, is dealing more with the the b plot and then you're just kind of doing the Pokémon league stuff on your own, and it's just kind of your own character's personal journey. This very much felt like the opposite where like eventually a villainous thing does rise up and you Have to take it down. But no, the entire focus of this game for once is on The Pokémon league and you becoming the champion and you're rise to greatness and taken on all these gyms. And

Um,

I have some other things i can say about this too, but, uh, But yeah, i it felt refreshing in that sense that there was Yes, take doing the gyms and taking down all these gym leaders and stuff is something that you've always done. But there was such a heavy emphasis and focus on it in this game that it felt like Something that actually mattered and was important other than being of importance to you, it was important to everybody else in the region. I guess if that makes any sense.

I

Love the sport angle of this. I the stadiums with the crowd chanting incorporating that into the music too. There's an energy. When you go into these fights, i wish there was just a bit more buildup to each individual gym, the build up to the semi-finals and the champion battle is great because it is over the course of those 20 hours. I wrote In my notes. While lackluster and plot depth, making it to the semifinals feels electric and the sports spin does work. There is hype their energy to this and it's fun. It reminds me of a kind of a plotline in megaman battle network 3 Where you're training to become the best and there you fight your way to the top. Those stories work, as you feel like you're kind of the underdog and i really enjoy it in this game. There it that part does pay off.

The one other thing i really like too that i think added greater I think it answered questions. People have had about some of the previous games as well, which is like, well, why are these gym leaders just totally content with holding down their respective gyms and these towns and just fighting, whoever comes through them, like don't they have greater aspirations. I was, i was expecting to get to the end of the game and there'd be some sort of elite four or something like that. No, it is literally not only are the challengers from the gym. Uh, Like marnie and hop and your own character. Not only are they there? But the gym leaders themselves are vine to become the new champion of the region themselves and the gym leaders also talk about how they can have other gym leader step in. Like, you get that with the fairy type old woman who's like, i need somebody new to take over my gym because i don't want to do this anymore. I can't do this anymore for the forever, so like They are openly vying for the champion as well, and i thought that was super cool. That they have Pokémon training aspirations outside of just fighting, whoever comes through their front door to their gym. They are trying to train up their own Pokémon and become stronger so that they can try to become the champion and then they can instill. Maybe one of the challengers that has come along like for example let's say That the first gym leader. The plant, dude, the grass guy, the farmer man. If he becomes the champion, then he could pass off his gym. His gym to one of the challengers that had beat him previously and could say, okay, i'm champion now but you're gonna go run this gym because you've proven yourself capable by beating me previously. I just thought that was a really cool. Wrinkle into all of this, is that you get to the end of the game. And not only are you facing off against the other challengers, but then you have to Prove again, that you're better than the gym leaders, that are should have stature in this region, because if they're the, they're running the gems, then they are the best of the best and not only do you have to beat them once, but you have to beat them again to because they're trying to become Champion as well. I just thought that was a cool twist to everything in makes their role in the game that much larger for

Once. No,

That worked really well. I i did enjoy this sport stuff. I felt cool and good. What did you think about beginning of each gym, which was some sort of minigame or small puzzle? Yeah,

Instead

Of and you would fight some trainers along the way. In some of them or not, really all of them, most of them, i think so, but each one was pretty much a mini game essentially to get to the gym leader

And that's how they always have

Been. But these, this was obviously way more Blatant with the many game stuff than past ones, or maybe not all of them. But i think about, like, again from fire red and leaf green, like, Uh, koga's gym like what the invisible walls and stuff like that. You have to snake through in a certain way that's like a sort of minigame but not really Um, I did not like most of them just don't like kind of busy work and like they were throwing things in there for And now we're a reason, especially like, i think of the fire one, where it's like your goal is to catch or defeat Pokémon. It's like what the heck? Okay, i guess i started

Pinball. One was not very good. That was pretty annoying. The

One where you're you? Got to roll the sheep into the pin. The woos into the pen.

Very first pachinka.

I'm just talking about an i know which one you're talking about. Okay, that's it. The ghost area. I think. Uh, um yeah, i'm talking about the first one. That one wasn't good either, and then you even had that very gym, the old lady who's just asking you questions. Like there was really not to that one.

I

Like that one though because it wasn't it was different than everything else. It was more paying attention and fighting people to get to the top but

There was also like

Might get that. It's supposed to be funny but then when you fight her, she's like how old am i? And there's an option between like 16 years old and 88 years old. If you say 88, she's like, well, you're wrong. But that was rude. And then your Pokémon stat strap. It's like what?

Okay, yeah,

That wasn't interesting gimmick. I would have preferred maybe more. Fighting people along the way. Maybe that's a spot. You could have thought more of your kind of other challengers along the way like you could every time you went to a gym like hop was already done with it. There was no, you found him outside, it would have been cool to see some matchups or tension created that way. But Overall, the sport angle did work. I think. If it was fleshed out more or the villain stuff. You know, if we're going all in on sports, i wish it was fleshed out a little bit more and maybe the villain stuff just scrapped entirely. Because we could have really had kind of an underdog rise up story type scenario. Um, but instead, we kind of got to push over. All to the top, so to speak. How

Did you feel

About the The rivals in this game, whether it be hop or even leon i'll say because he had a way bigger. I like leon person. Oh yeah. I think is i think it's leon his brother just calls him Lee.

Okay, yeah, you're probably right.

Leave for short.

Hop. Oh hop.

Um, This is something that you've expressed in the past. Basically, kind of over the fat past few genes. I believe again, i haven't played these yet. They

Intentionally try to make your rival weaker than you.

Like

I'm not shows. I was crunky. Oh, don't you sobble? I

Do. I was surprised like that. So every time you fight stop, i fought zaba. It was a one hit kill. And no tension there. But i just don't like when and hops like you're my rival, but there's no. Animosity might be too strong but there's no grudge or tension there. They're all buddy. Buddy, hop a super nice even when you beat him and he becomes a sad boy, he like bounces right back with positivity. And i'm i wanted a true. Rival. And i think when

I kind of have that as beadies in the game, Even

That's weak though because they're plucked out mid game in. Their arc was so weird with i'm assisting, the chairman and then i'm pulled out. I really i think if these other characters Actual challenges to fight and their characters were a bit more interesting. That could have been leaned into the sport thing, like if the kids you grew up with, in your town, Was actually a rival. That could have made for a great. Plot, i think, but instead, Everyone's kind of a pushover, no one's really tough, even Marnie with her team yell fans. This is

Well, this is a larger problem. I think i have with the game as a whole and this is something i've been i've wanted to bring up here for a bit. Is that level scaling is way whack in this game. And i mean, that from the perspective of i've, so i'm somebody who's not enjoyed the team-wide XP, share stuff for a bit now, which is no, i love it. And

For the

Items, i'm sure so

Much. Yeah,

I've not been a huge fan of that for a bit.

It's

Nice to help train up some of the like, like when my friend traded me a level one droopy about halfway through it. This game, it was very nice to level that up quickly. Um, because they had that team-wide XP share thing on Uh, but even outside of that the level scaling is Like, i think it scales with your own Pokémon pretty well through most of the game, i'd say through about the first five or six gyms, When you get to the gym leader, their Pokémon are within a couple levels of your own Pokémon. By the time you get to the semi-finals and the finals and later aspects of the game. Again, i know you are a little bit under leveled compared to me, but my Pokémon were all Mid 60s or so. And all the other people's Pokémon were like, high 40s like the disparity is. Vast like they're just becomes, they're just becomes a point light in this game where they stop having to Pokémon scale, pretty equally with your own and i don't understand that, like, even in fire, red and leaf green, like I, i could beat that game, but when i get to face Gary at the end, he has Pokémon that are Much higher level than my own this games. The total inverse where I was. 12 to 15 levels higher than some of the Pokémon that i was facing off with near the end of the game and even same thing with leon like, he's supposed to be the big final challenger. I was probably 10 levels, cleared of most of his Pokémon in that final battle. And maybe that's just because i trained mine up more than normal, but i really don't think i did. I didn't face anybody else. That. Like i wasn't. I mean i i guess i i did do the aisle of armor stuff that would be it. Um, ile of armor is the one dlc that i did play. I did not touch crown tundra, same by played. I played Isle of armor, i should say before. I played, what level was

I think the base game?

Uh, but they weren't high because, yeah, that's the thing. Is that the Isle of armor Pokémon to my knowledge, maybe i'm wrong about this but i was looking it up on online. Is that the Pokémon in the wild areas, in Isle of armor and in the general wild area, don't,

Uh, drastically

Go up levels until you beat the champion and then i think it increases the levels maybe a bit. You can still find the ones that are absurdly strong like when it warns you about, when you first go to the wild area. It's like you might come across very strong Pokémon and then you need to run. Uh because i know you can still in the wild area. Any point you can run across Pokémon that are level 50 or something like that and you might have a team, that's only level 20s. Um, So that was still happening but yeah, other than that, i didn't really train. Outside of just the traditional Pokémon trainers and gym leaders that i was

Running across. There's no, there's no challenge difficulty wise in this game. It was. A push over. Did you lose once? No. Now never blacked out or white it out. They also give you a lot. They

Also give you a lot more money, so it's easier to gosh, i potions and revives and things like that, if you need, that is well,

Yeah,

There's just no training challenge per se. I wasn't really grinding out levels or bringing things up. It just It was kind of a cakewalk which added to the briskness. I

Like there being a sort of tension and difficulty to these games. Like that's something i said for a long and i think i like that. I got to the elite foreign leaf green. I didn't beat it right away, it took me a bit even when i did i had to go buy a bunch of hyper potions and revives and but me and me doing that, i cleared out most of them money i had on my character to go buy them right?

And

If they were a bit more tough, It could have added to the sports narrative, sometimes you, you know, the only real like sport narrative challenge. That way was leon's undefeated. So it's you clearly have had someone who's done a lot of fights and never been beaten before. But everyone else wasn't. There wasn't scale to the difficulty. I would have liked a real challenge. I think the closest probably was the eighth gym leader and blinking on his name, but he was the dragon type right

On her, something like that, right? Yeah, something and

I liked the way that he integrated environment environmental manipulation And then use that to chip away at you. I thought that

Was an interesting strategy. I didn't, i didn't have a problem with them at all. First,

It was

A problem, but i did think if you could have

I'm just saying i'm just saying, i didn't even i

Guess i didn't even notice what you're mentioning because i just blew through them. So yeah.

Okay.

It was just,

Yeah, i was about. I was a bit bummed at the difficulty in this game.

This is a common thing that i've mentioned many times and this old, i think. One of our friends has told us the ultrasound and ultra moon is much more difficult, but i have personally found that the last everything post black and white has been pretty easy to be. And it's not been. When it's been something that has proven to be why i stopped playing newer Pokémon games, i guess i'll say We



Talked

About post-game a little bit again and we've touched on the dlc. I don't know if we want to bring up anything else about those uh in particular here.

Um, Need that they opted for dlc instead of making a whole new game. Yeah

I think that should

Be

The trajectory of the series moving forward honestly. No reason to Make people shell out another 60 dollars for another version of the game when they've already bought. Potentially two, others. I i think the two version system really. It's really kind of wearing thin at this point. Anyway, they're going to keep doing it because it's always been how Pokémon's been, but even that is kind of Getting a little bit. Stranger this time goes on. In my opinion,

I did

Think. I found out that you and i have at least two different gym leaders, and it sounds like the isle of armor. You and i have different rivals on the isle of armor. Yeah, discussion.

I

Think that's kind of interesting and scarlett. And violet are playing with that, with different professors, So, That's fun ish. Yeah if they can just if they can justify it a little bit more than i'm fine with it but it's more just about that justification, i guess. Yeah,

Yeah.

We've now the post game is one thing we've really you've played more than me. I mentioned that i'm Squaring off with the funny hair people right now and i'll probably see that through but i don't really have any strong feelings on that at the moment i assume that'll just result in me catching my given legendary doggy At some point.

Um,

And then after that it's just roam around and have fun. And the crown tundra DLC is something else we can't speak to

Because

Neither of us have done that. Um, There's just these games are large and we don't want to play. Every single piece of content that is in these before, we've recorded these episodes because this season would just be Inordinately like way too long. So, if you want to hear what we have to say about current crown tundra or stuff like that, sorry, I guess the one last thing is the music. The thing to mention here.

Um,

Because i feel like we've naturally touched on pretty much everything or actually before we touch on the music, right? Let me The story. Let's let's go back to the story. Just real quick. Because i did want to ask what you thought about.

Just the story we've talked about how the story is so central with the gems

And things like that, and we've touched on that element a lot. But did you have any strong feelings about the it really drags towards the end? I guess is the thing i wanted to mention with because you get to the champion and you're ready to fight and then Oh, you gotta go. The Julian's gone to the rose tower and now, oh, there's there's this this guy and he he's got sunglasses and he's got the key to the monorail and you got to get the tower for. Like that whole i was like man, this game is really

Artificially

Lengthening itself here and like for a game that we mentioned felt so brisket times and was like you're doing one thing and then the next and then the next and it had good pacing, things were really came to a halt there in the back portion of the story, i felt that's

Where the amb plot. Thing totally collides because you're on this a train. Flying, you're ready to face the champion and become galar's champion. And then they just slam the brakes so hard. And you can bind that killing of momentum with the sudden, the sudden spike in world ending drama that really like, was hinted at. But it ramps from zero to a hundred immediately and they don't,

This is to speak directly to chairman rose. They don't really explain what or why he's doing, what he's doing in

A group. All,

Like is one day we will run out of energy and that can't happen. And

I think it's already revives. An ancient evil god Pokémon. Yes.

And

Never really realizes that he's wrong about it either. Um, admits that maybe that speaks to his true villainy. I think he turns into.

I think it mentions that some they mentioned after you. For his plan that he like turned himself in or something like

That. I think

They might mention that. I wish if this was going to build up properly that maybe the energy crisis was his knowledge, a bit sooner in the world or something like that was just like

That. He's

Uh oh he's got all these companies that he generates energy for galar. Yeah. Yeah.

He they talk about how he everyone has energy but the the crisis that he is so worried about isn't brought up until

It doesn't help, it doesn't help that the thing that's Prompting him to do. This is there a thousand years? We'll all be screwed. It's like well, a thousand years. Everybody's gonna be dead currently any like i get that short-sighted but it's just a very bizarre like even Leon's like when he's talking to him, he's like, well, yeah, that's a thousand years away, though. Uh, I

Can't stand one battle.

Yeah. I can't wait for just us to have this championship match and then we'll figure it out afterwards. Like yeah

The way they slam the brakes at the end of the main campaign. Really, really gives you some whiplash and I was very frustrated with it. How

Did you feel also about? I, i don't know the legendary doggies names. I'm sorry z,

Zementas

Amayaka.

Yes, i don't know something. How did you feel about their involvement? And then i guess the just the through line story of oh the darkest day and uncovering this history of the gala region which i feel like is something common in all these Pokémon games

Like

Oh palkia and y'all go space still they built the syno region and blah blah like yeah i feel like they've always got those storylines

Sure.

I that's fine. Like just hinting at this lore to the gala region is cool. I just think that the dogs are some of the dumbest looking legendaries in a hot minute because even if i haven't played the Pokémon games, i know what the legendaries look like, they put them on the box every time. And i really don't care for sword and shield dog. Now i do find it hilarious, that the dog carries a sword in its mouth. That's pretty cool. That's actually why i chose sword. Over shield, but the dogs are quite dumb. They only appear at the beginning of the game. The final battle with the final monitors and then the post game is all about them.

It's zacion and zamazenta.

Yeah, there

Wasn't just, i wasn't a fan of the dogs themselves but that the plot around them is is fine. You could insert any Pokémon there and it the same story would have worked. So I just wish for i wish for better designs. What about you?

Yeah, they're fine. I i think as far i i do like them being these defenders of this. I i like that they weren't the Pokémon that created the region because i feel like that's so often the thing that happens is oh kyogre in Ground on they created the land,

The water

Fire. Yeah they created everything that comprises Owen and love like i feel like that's usually how it is. This time it was just like no these dogs are just they just prevented a bad thing from happening one time since then. They've gone into slumber and no one knows and you don't even really find that until the very end, obviously that that's the case, but Um i i like that. That's the twist on it that they're sort

Of

These hero legendaries that only emerge when they're needed and an hour of darkness for the gala Region.

But yeah, other i don't know. They're fine. I they're the designs. Are okay. I agree that the sword one is way better than the shield doggy for the most part. So we're done in, uh, the sword dogs. Also got like, wings on it, and it's form too. It's battle form shield, dog. Just has Big shield plating on its sides and front and stuff like that. Looks kind of goofy. Um, But yeah, i figured we should talk about those too just because They are prominent element of the game. Yeah, they're on the box and you played sword and i played shield. So In that sense, we did get.

I mean, so far we've been playing the opposite versions of each other and we likely will for scarlet and violet. I wonder. We'll have to discuss off air. What the future?

What are you playing for? The next one, silver. Gold was the one i bought. I think goals what i have to but i can't remember. I can't remember actually no, i have silver. Never mind.

It contains

So i think we'll be opposite again. Let's talk about the music that it kind of tabled this a bit ago. Um, What did you think about the soundtrack to this game? In a general sense?

I Liked it. There was some songs that stood out, i wrote some down but i overall liked it. Um, the battle theme started to wear on me by the end, just the generic one. Yeah,

The

Other, there are some other songs that i really like, mostly in the towns, the fourth gym and my game that was the fighting gym. I don't think that, i think that's one of the switches that you and i have. There's some strings and winds, it's kind of in a deserty area reminded me of like A square jrpg. I wrote octopath kind of sounded like that the snow town. Snow tones. Excellent. Yes sir. Chester surchester reminding me a thousand your door a little bit when you go to that town. So that was a really great. There's when you battle with hop especially toward the end. Like the piano just comes in into shredding while you're fighting him. Yeah, i made hop feel more like a rival than he actually is because he's all missed pretty good. Yes, yeah, hop is great. A chairman's goes hard with the choir and all of that, but that also felt like artificially inflating the severity of that i again if his arc had built with the game a bit better, i think that would have felt more satisfying to listen to. So yeah. There's some really the stadium and gym battle music. I mentioned it kind of earlier the chanting incorporating into the music that lended itself to the energy of a stadium feel. So i liked that overall. A good soundtrack. I'm excited to explore the rest of the Pokémon soundtracks. I'm obviously. Most familiar with the first game, and diamond and pearl. I love diamond and pearls soundtracks. So i'm excited. I i like this one. I'm excited to see where the rest

Of these go.

Yeah, total agreement. I think the soundtrack is excellent. I think that's not a surprise because most Pokémon soundtracks are quite good. You mentioned a lot of my favorite songs as well. I think the bd theme music is also very solid. My favorite song in the entire game though, i believe is the galar mines music. I think the mind

Music

Is choice in this game. Uh which is a surprise because i usually think some of the cave themes and stuff like that are some of the weaker Pieces of music and a lot of the other Pokémon games but My music in this, the gallermines is So good. It's got this slap base in it, which is just It's really funky. It almost sounds not to use a Try comparison. But it sounds like persona almost like, i feel like it's something you would hear from persona, rather than Pokémon in some ways. Um, But that's really good. And then some of the champion things at the very end. Like even when you go into the champion, the stadium or whatever, there's some wonky music there, that's very different than everything else you hear in the game. Overall. I think the soundtrack is very, very good. I i, some of the town themes. I think hit Way better than others. Like we mentioned, searchester or however you say that, i think that that one stands out quite a bit. And then there's another thing. This means, i think it's the first town. You may be go to the grass. Jimtown i forget what the name of that one is, but i remember that song off the time i had as well. So some of the town themes and route themes and stuff like that, they aren't all. Uh, the best across the board, but the songs that hit really hit and are some really top tier Tracks in my opinion. So shout out to again composer of this game. Uh, the composers were Monaco adachi and go Ichinose. Good work. You did the Pokémon franchise? Well, i think in this game, especially with its long storied history of Having some of the most iconic video game music ever. Is there anything else you would like to say about this game? Broadly, maybe before we get into our legacy discussion here and begin wrapping up?

What did you think about? The themeing of the overall world of galar. It's United kingdom britain, correct?

Very

Clearly, it's very clearly british. I i think they lean more heavily into it than normal too like even with how some of the people

Speak.

Like i heard some

Hop, especially yeah,

There's people say mate or oy or like things like that or i think one of the team yellow people even said. I'm not even kidding, i think, maybe at one point, they said governor or something like that. It's like stuff sprinkled like that throughout. It's clearly supposed to be modeled after the uk this time round. But In the past, i think some of these regions have clearly been Modeled after real world locations, but they haven't been. So Blunt with it. I felt like this game was a little bit more trying to tip its hand. Like, yes, this is supposed to be the uk. What? Here you go. Um yeah. What about you?

I thought it was fine.

It wasn't my favorite type of themeing. It's interesting though to go through the countryside or seaport town and then the big cities and things like that. So that was kind of fun. But overall. That's fine. It wasn't my favorite. It

Felt like it felt pretty traditional in the sense that like, oh, here's your Your your town in the fields, or your town near the the woods, and here's your ice town, and here's your desert town. Like it felt pretty traditional in that sense, nim. Um, So, nothing really Stood out two greatly. The one i think the one of the most unique locations i would say is the one in the woods or the forest. Yes B. Balloon or something like that. It's

All tucked away and under the this neon glow of

Yes it mushrooms.

It's very cool

Funky.

That's one of the most unique ones and then that sound connects to nothing it's like oh this is a dead end. Time to go back to the central hub, city. So yeah, i i think I i do agree that i think the while it would have been cooler if the wild area kind of interconnected all these towns and things like that. Um, that would be the one stylistic or Overlay change. I would have made to this game and

It's also

Way more disjointed than a lot of the other Pokémon games. You've got kind of southernmost region where your hometown hometown is. You've got the middle region where the first Main town is, and then you've got the Upper region where the Pokémon championships are and stuff like that. So it's very segmented compared to some of the other games. Which isn't bad. I don't think it's different than having to be so interconnected with one another. Um, But yeah, it is a little bit more disjointed, i would say Let's do legacy. I think it's hard to talk about the legacy of this game in some sense is because it is so fresh, but i do think we Touched on before the big. Element of this game. The thing that i think it will be remembered for which is stuff like the wild area and stuff like the Form changes with dynamaxing and stuff like that. I think this game is very much, and it's also the first home console Pokémon, i think there is A lot of experimentation in this game and that's what's going to be remembered for it, laid, the groundwork for archeus, which then kind of what looks like. It's laying the groundwork for scarlett and violet in the future. Like there are some things that they're testing out in this game. Uh and we mentioned the dynamax battles before how that's like they're trying to incorporate more co-op and multiplayer elements. Like there's a lot of things in this game that you can see that have come up in the more recent Pokémon games. Like oh now Archaeus has expanded versions of the wild area. This is a really fully fleshed out version of what the wild area was, was and sword and shield. And Scarline, violet, looks like it's taking that to a whole nother level. Now with, like, full co-op implementation and things of that sort. Um again we'll we'll play those games in the future, scarlett and violet at least and See how a lot of those things evolve from what they have been here in. Sword and shield. But i do feel like this game's legacy very much will be that it was the first home console Pokémon. And What the series eventually became kind of started with ideas, they began towing around with here and this Entry. I think. Some of it, all of that. I agree

With what you said there. Another part is definitely the Player. Review bombing and feedback. There's negativity that's surrounds this game,

The national next stuff. Yeah,

That stuff not that, that really seemed to bother you. And i all that much but it is a it's attached. It's kind of a cloud that's loomed over this game for a little bit. It also, i could be totally wrong here. But i feel like this is probably one of, if not the longest gap between mainline games, sword started out here on the switch and we're getting scarlet and violet, three years later. Briefly looking the gap between like sentiment was 2016 ultrasound ultra moon 2017. So two three years i suppose there it just feels Overdue for anyone? In my mind and maybe that's because the release pace was so high and as these becomes get bigger, More technical that gap just naturally grows, that's totally fine but i do think that's a part of it as well. And so, Yeah, it's just a it's the first switch Pokémon game and it's kicked off a whole new era for them as far as One console home, console tv play, things like that. So

For sure. And all again, a lot of those things we've seen in the past but just not in this way, it feels like it's Growing pains for game freak, in some way. And hopefully they can They can only just improve

From here.

Well, i think that does it for our Pokémon sword and shield discussion. Thank you so much for listening. Um, You can follow the show on twitter at chapter select and if you'd like to support the show, you become a member get access to longer episodes with bonus content and extra video content like for Pokémon sword and shield. We've got a battle logan walked me through building his team so that's some sword and shield content specifically for you but you can go to chapter [select.com](https://select.com) slash join and check that out. ou can follow Logan on twitter @MooreMan12 in his writing over at [comicbook.com](https://comicbook.com) you follow myself on twitter @MaxRoberts143 and my writing over [maxfrequency.net](https://maxfrequency.net). And until next time adios

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