

## Season 5, Episode 4 - Resident Evil 2 Transcript

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Hello everybody and welcome to chapter select a seasonal podcast where we bounce back and forth between a series exploring, its evolution design and legacy. For season 5, we are covering the resident evil franchise. I am your host max roberts. And i am joined as always by logan Moore. Hi logan, Max. I

Have an important question to ask you before we talk any further about this game and it is Would you eat the burger that is at the start of this video game? It looks tasty or do you think it looks horrible?

It looks. Like a melted glob but i did, i think

I can't tell if that would make, i think that would make for a good burger though, wouldn't it?

Yeah, i think so.

Burgers. There are like a little too uniform and look a little too perfect where you can see it all segmented and it's different parts. Like i'm thinking like in and out where like yeah you can see the tomato, you can see the patty. You see the cheese? You see the onion lettuce? And it's like individual parts. I don't think those burgers are as good now. When they're like amorphous globs, that kind of have just like melted together. Those are pretty good burgers.

I would

Say. That's why five guys is better.

I would agree. I think so. It's Delicious in that way. Yeah. So thank you everybody for listening to our review of cheeseburgers designed by Capcom join us on the next episode. Where we talk about hot dogs? I don't know. We

Should actually do a full season on Burgers and we just eat a different burger bounce back and forth between different restaurant chains. Just explain their evolution design and legacy or we could just choose a single restaurant chain and we can bounce back and forth on the numbers on the menu

To start with a number one number.

Yep.

There you go

Idea.

Could do that. Taco bell season is going to be season six, get ready? Jeez. All right. Resident. Evil 2 is on tap though, this week. We've got a guest joining us for this episode. Ricky freck will be joining us in just a couple moments of returning chapter, select alum. Uh, but before he gets here, let's run through all of the Basic information about re2, obviously. To make this clear up front, we have played the remake for this episode. We are going to be analyzing and talking about the remake rather than the original game. That being said, as we do this rundown here, we're also going to Talk about the original game and when that came out and, oh, that good stuff. So, per usual, resident, evil 2 was developed by capcom. It originally released on ps1 and 64 dreamcast, GameCube and pc, not yet once, but it rolled out across all those platforms at different times. The remake then came to ps4 and xbox one pc. Then ended up later coming to switch via cloud and ps5 and xbox series x and s. The original game released on january 21st 1998, which is actually the day where we're recording this, which is january 21st, kind of cool. How that lined up happy 25 years re2.

It is

25 years, my goodness um, The remake launched. On january 25th, 2019, the original game. Director of our e2 was hideki, Camia the remake game. Directors were kazie, Norie cadoi and yes, who hero and Poe the producer of the original game was Shinji. Makami the remakes producers were Yoshiyaki. Hear a bayashi and suyoshi kanda. The music and the original was done by masami UEDA shusaki Uchiyama in siyun in Nishigaki and the remakes music was done by shusaki Uchiyama in shinlan king or gang. Tongue, i don't know. Machine is kind of spelled like king, but sometimes with I know that that's, uh, There used to be a baseball player called jung. Ho gung. And it was spelled like, hang like that pronounced gung. But i think he was curry and i don't know if shin long kanger gung is I haven't seen their japanese but i'm not sure anywho. Uh, the metacritic score on the original resident. Evil 2 was an 89 out of Uh, 100 which there's only 13 reviews for it on metacritic, so it might not be the best barometer. As for the remake it has a staggering 91 out of 100 aggregate score and that's after 85, different reviews from various critics. So, no matter how you shake it, this is definitely one of the most lauded in praised in trees in the series.

Is your review part of that metacritic average?

Yeah, it definitely would be

Listen.

I contributed to this one. I believe i gave resident evil to A 9, we could actually find out here within Just a few short moments. Yeah, our resident evil 2. I gave a 9 out of 10 and i said my stinger, quote here says Uh, resident evil 2 is likely the single most excellent video game remake ever created. And i'm hard pressed to think of anything else that could even compare.

There. Yo folks, that's logan's review. I like logan said, we did play resident evil 2 remake here and that's what we're going to be talking about, but i do encourage you. Um, to look at the previous versions as well, digital foundry has a great video that analyzes, all the original ports of this game. From the ps1 game cube dreamcast to the phenomenal NC64 port, which just like shouldn't have even been physically possible. That was the first

One. I remember my dad rented that from blockbuster at one point and played it and i tried to watch it and he was like don't watch me play this game leave? Yeah,

The n64. Port is mind blowing that it even exists. So I definitely recommend watching that there will be a link to that video in the show notes. It's a super Insightful, deep dive into all the versions of the original. Resident,

Evil 2. For sure, but as for this episode we're going to primarily talk about the remake as we've said. And to that end, let's welcome back to the show for a third time. Ricky freck. Hey ricky, how you doing?

I'm good. How are you all? I'm wearing

There is, is it a competition between you and Mike to see who get on the show? The most

Uh, Yeah, i guess so. I mean I don't know. Stop playing things. We don't like and then or stop playing things we like and then You will have to deal with us, i guess. If

You're gonna see, if we ever do like a yakis a season, i feel like you guys will be competing for multiple appearances.

I think if you do a yakis a season mike and i have to take over the podcast and you guys become the guests for a season,

Yeah,

I

Basically, i probably would play the Yakuza games wrong. It's probably

Uh yeah. You would i assume knowing what i know about you assume. You would do it very poorly.

There's side quests in this game. There's another man.

Iwatch donkey, you can race your little RC cars and find an emotional plot about the man who owns the RC car place that

Goes over like, four or five games too. So,

Oh my gosh.

Yeah, they they've got some uh, They've got some very long-winded storytelling in that series. Okay, we're not talking about yakuza today. We're talking about resident, evil two, ricky. This is a game that I feel like we've you and i have talked about, at least a fair amount because we used to work together at dual shockers when this game released. So you and i have talked about this one. With one another quite a bit. What's your own history with re2? Though, not only with the remake, but also the original game, if you have any history,

Uh so yeah, i do have history. When i was a young child, i guess. Like a preteen My cousins and i would like we'd bring our consuls to each other's houses after christmas and play. Whatever game the other person i gotten. So my cousin got the first resident evil for game cube and if you if it wasn't your game, you had to print out the guide off the internet, back in the day when that was a thing and then be the the guide person and tell the other person what to do. And so we did that and i got really scared. At one part i believe it was probably the spider part. And so, my mom decided i wasn't on to play resident evil games anymore. Uh, so i didn't play any. Anything. Pass one until Maybe seven. Not because i wasn't allowed, just because i kind of like I don't know,

You weren't allowed to play resident evil games. So you were almost 30

Uh, just be like i just fell off, i guess. But what i did do and this is where my history is weird. I think is Our library had the sd perry. Novelizations of the resident evil series. And so i read all the novels and knew the story before i played the game, which maybe is why i didn't play him until later on because I had already read what happened and didn't feel like i needed to play them. So i've known the story and i've read the second book like, you know, 10 times now,

But

Didn't play it until the remake. Which is a weird way to experience resident evil, i guess.

Here's my question about the book and i don't know if you would remember this, but maybe you would since you remember it so much, what's the canon? Story within resident evil 2. Is it leon showing up to the police station first? Or is it claire? Like, because both are kind of Mixed within the game itself to where there's no one true route within the game. But i assume there is within re lore. Yeah.

So the way those books are written to make up for those zapping system is it's like omnipresent narrator. Okay, so They're going, you're going back and forth to them. I don't like. So i think i don't even think they go to the gas station in the book. I think it starts like leon goes into the town. And it's like a ghost town and he comes upon somebody that's being eaten by ravens and then Claire comes out of nowhere and then they get hit by the truck. And then They have to get to the police station. And there's also i mean i don't want to we don't need to delve too deep into the books, we could if you want to Um, but I listen to the first one of these that y'all did for resident evil one, And you're talking about how one of the things you kind of, i believe you said, you kind of liked, was that there's no like, Main villain outside of umbrella corp. Which is still true in the books, but there is like this overarching. Somewhat good person. Somewhat bad person. They mr. Trent. Who like works from umbrella? And then, as you get, so, This was an one of the reasons i don't like four very much is because The fourth book. Was written before the fourth game. So it's very different and it starts to like bring in the umbrella. Corpo CEOs and stuff. It starts to introduce them as real characters. And then you have to, they fight them. And they go. The fourth book is actually like. They go to this underground testing facility where they're testing out different new types of bio weapons and they fight like uh, Pterodactyls and mutant rams and all kinds of crap. So, The fourth game when i played it was just not as a

Intense as the book was well we talked about it in our resident evil four episode but that game is development was obviously All over the place for a couple years span there so that was probably an idea they had at one point and then it just got left on the cutting room floor and then they switched it up and they're like, let's do spanish villages and stuff. So that would make sense that that book would come out like that and

They could always bring it back here in the remake.

I hope so. They

Could. Yeah, max. What's your own history with resident evil 2? I

Bought the remake on a whim that i just heard things were very positive about it. So i snagged just at a game stop and Played through it. And, I did leon first because that was the one character i had recognized and knew. From the series, and I was surprised going through the police station. Like this is a Metroidvania game, you go through, you get items, you come back, you get more items, the whole world is connected. The entire time, you can go anywhere by the end of the game, really?

Can you played seven at all up to this point?

This was, i had played seven. And we are, but i hadn't beaten it. This is the first resident evil, an arguably. I didn't even beat it because i only did the leon run. I never went back and did the b run with Claire.

Can i ask how that happened? Because you see the stinger after the credits? And you're just like, oh, i guess this is a thing that he

Knew because you were you were talking to me about this and you're like, oh, i did the first one. I was like, well now you got to do the

Second. I just think you didn't, i started it and i think i was just like this is the same thing and Moved on to other stuff, we'll talk about it, but that's fairly much the same thing.

And,

But i was surprised. No one had told me that this was essentially a metroidvania style, like world navigation, spooky game. And i really enjoyed my time with it not enough at the time to obviously like keep going and see everything it had to offer, but i had fun with it. And then Now, we're back and i'm We've replayed it for the show all the way through this time for myself. And, It's interesting to come back to this game, having played others now and seeing What the series goes on to offer, where it's come from? And this game, this remake specifically kind of in the middle of all of that where the original RE2 was so important. The remake was important and now kind of have a, i have a better picture of the franchises as a whole, i think at least so far. And so it's it's interesting to be back playing it on the new ps5 version as well which as you know, visual features and things like that. Logan. What about you, buddy?

Yeah, for myself. I mean i've told my residential story on this podcast uh already this year how i i had played all of them previously so i am the sole person here. Who has played og resident evil 2 but i can't recall. Well, there's there's a caveat with this one. I only did one run, so i think i just did Leon's run. And then i never did went back and did Claire's because i back in the day, i was like, oh, i think they're just the same, you just choose one character the other and you play. That's all there is to it. So i don't. I only ever done one run of it when i was younger. Um, and not only that, but i think i'd beat it in a single day. Just like a single sitting

Even because that games like it's

Pretty short. It's like three hours. I feel like the original. Okay.

You can you

Can rush through it pretty quickly. Um, and i think i was probably consulting a guide to help me because those games are Difficult when i was younger. So, yeah, i beat it in like a single. I have a very clear memory of beating that game and like one sitting after school one day and starting it. Like when i got home from school and by the time it was like seven or eight like i'd beaten it. I was like oh okay on the resident evil 3, i guess. Uh, so i had played the original, but it was such a long time ago and it was just one run. Remake i reviewed back in the day at dual shockers when it came out gave it very high marks. I think it's Excellent. I had never done all four runs so the first time i played i did leons. A in clear, is the b this time, i switched it up. Did clear a leon b. So now i've seen all four different possible. Permutations of this game. I think. This. I don't know, i think this might be the best resident evil game post. Re7. I don't know.

So like the mod the re engine era of resident evil.

Yeah, of like this in modern, revival era of resident evil that we're living and i think this could be

The

Best. Um, and i think that's because It's the most for as a remake. I think this is still so similar to the original games. They really, really kept intact what the games were. Back 20 years ago, 25 years ago, i guess at this point geez and i feel like it really stays true to that formula while modernizing everything else. And i think that's a really impressive with this game overall. Um and then there's just so much else. I mean we'll get into it here but And everything with mr. X. I think some of the storytelling is actually pretty good in this game too, which we can talk about. More so than some of the other. Resident evil games. There's still a lot of good amount of schlock and cheesiness as well. And Uh, But overall, i think that this might be I don't know if this would be my favorite, but i think objectively speaking. Like, i can't, i don't have many problems with this game. I think it is. Top notch in a lot of ways. And i think it's one of the best remakes ever if not. The best. Like, i i it's on a very short list of Uh, Top tier remakes in my opinion. For all of gaming. And i think that's why we played this rather than going back to the original is because i think it does keep intact. Like i said, a lot of what the The original resident evil 2 did to where even though, Where we probably like if we wanted to really do our whole bounce back and forth, look at the legacy of the series. I think we could have, should have maybe played the original, but this remake is so Good, and stays true to the Initial resident evil too. That i think there's I i think that this was a good choice for us to play this one. What do you guys think? Ricky, i guess, where do you land? Because i know you've played all of these. Games as well. I don't know if In line with me thinking this is one of the best in the series, especially in the more modern era or or what. Uh,

Yeah, this would be My number three overall. Behind village in the first one. I think villages is the best one they've ever made, but i don't know if like objectively, i could say that i just think, I like how dumb it is. Yeah,

That's my thing with village too.

Yeah.

So max, what about yourself? At least within the ones we've played so far this season. And what do you think about the game? Overall,

I can't speak to the original right with. I don't have any context for it, but I, Appreciate the modernization that this game has. It's a lot of the stuff introduced to nari 7, which makes sense with the You know, the new engine and just designing things. But this game is. So, Good at immersing you in the environment. With its sound and mechanics. It's just it's all there. As little friction as possible with Some of the mechanic stuff like something we've complained about in the past, with the old games, like the maps And just their Not as useful as they could be and and this game that's completely removed with doors being labeled. As soon as you try to interact with them. And knowing where keys go and just item management. It's It keeps in touch with some of the old stuff that you would see in, like resident evil one or zero. Needing to use the item box, moving things, expanding your inventory, solving puzzles that way, you know, what do i carry, what do i sacrifice? It's the same decisions, just completely modernized. So it does capture the spirit of at least what i'm familiar with with the old games. But, It makes it look pretty. It sounds great. It plays great. It's just a really Rock solid game. I see why it was received so well. It's praise so much and why it's still popular to, you know, this day, you know, like i guess now for three or four years now, for just the remake it's still a bar that they Strive for it seems and i think Looking at things like resident evil 4 remake. I think that idea that spirit of capturing the original while inventing, some new things, I, i can see it in the remake that's getting ready to come out. And i think this stems from that if this is a very important game in the series, as a bridge, in the modern era. I

Wanted to stay with you max, because I think. Again, ricky and i have talked about this game, a good amount. So i i kind of know where ricky and i stand on this in some aspects. I think just from our pre-show conversation that we had briefly about the game. I think you have more problems that you haven't let on with this game and i'm kind of curious. What those might be and we can use maybe some of your criticism as jumping off points for more specific aspects of the game here, okay?

That's uh, That's good. That's good idea. I think my biggest one is one that, We enter that actually earlier talking about my story with this game. And i really fully realized here. For having played it all the way through this time is, i think? The world is not as interconnected between the two playthroughs as they would want you to believe or feel it is. Largely the same game both playthroughs. It doesn't feel like a, a double campaign that pays off necessarily. You don't. I don't think you learn enough playing one or the other or see the interaction of the world. It's like, This time around, i did clear first and then leon. And like, as i'm playing through as leon. I there were very few things that Claire had done. That impacted the world. You know these are supposed to be events going on. Concurrently And it doesn't feel that way. There's you're doing the same puzzles, you're doing. You know where things like, where Claire would have cleared the way. That's not clear for leon or you fight the same bosses. You do the same boss fight in the same spaces. Even though clear theoretically just knocked down. G. Is it? The g thing

Just birkin

I don't know what the the monsters name was but clear, knocks, broken down, any falls, and then Leon shows up and pushes through the same books and there's birkin again. And we Have him fall again. Like the word it just doesn't feel cohesive. Like the two sides are acknowledging each other really all that much, you do. And mr. X doesn't really show up and Claire's run all that much so it just feels which

Run you mean if it's the a run or the b,

I guess, the, a run, the a run of clear, doesn't have a ton of mr. X. I suppose, that might be different in her beer

Or she doesn't. He doesn't show a lot. Yeah. Because once, uh, i guess once you escape the orphanage was sherry Birkin comes in and kind of slashes him up or whatever. Yeah, yes.

Like slices them in half it just.

Yeah, the

Two halves feel. Disjointed, which I was a little surprised at Um, Get this time like fully playing the game this time around, it didn't I didn't really show me why it was worth having this game, be a two playthrough type of game.

That's been my, i mean, you can go read my review right now from four years ago. And i think i mentioned the exact same thing. I think that is the game's biggest problem. Uh, is that it just does not feel cohesive between the two campaigns and you're doing the same things and oh i gotta collect three medallions and i gotta blow up this wall and i gotta do like you are doing the same tasks for the most part. Obviously, there are Differences with, you know, Claire's whole story with sherry and then Ada Wong showing up in leon's campaign. Like those are the two main differences and Things do start to change a bit like when you get into the sewers and Uh, but you're still doing the same puzzles even things. Like, i guess this would make sense but like Like the locker codes remain static across both of the playthroughs and things like that. Like that's that

Feels fine, it's more. Why aren't the lockers already open? If i, i wish there was some sort of save file recognition. Like if i had open this in the past, why isn't it open in the playthrough or yeah.

It's just Logan. Have you played code veronica?

I have, but it's been. 15 to 18 years. Because

What what? You guys are describing? Yeah. What you guys are, describing is, what happens in code veronica. Not to like spoil a later podcast, but If you leave stuff behind as clear when you come back through as Chris, so you can make Chris's run easier. By making players run harder and vice versa. So, and obviously that game

That's interesting

That game came after two. Right? So yeah

I

Guess part of it is like The original two. Maybe couldn't have done that kind of stuff. Maybe. I mean, i don't know. And then you get code veronica, they do do that stuff. And now We're in a remake. It's like do you want them to remake it? More faithfully or you want it to be?

A

More cohesive game. I don't really know what the answer to that is. I just know like i think it's worth saying that they do figure this out later. Yeah.

And

They do do it the way. You guys want it to be done? Well,

They largely just After code veronica, they also Pretty much drop dual campaigns as a whole. Like, i don't think that's

A thing, like

Four or five. I mean, i guess, Six wouldn't be dual campaigns. They're just four individual campaigns instead that are their own things, they don't really cross over.

They just made do. Campaigns co-op i guess. Yeah. I mean, besides four obviously,

Yeah, yeah. That's um, That's my main issue with the game for sure max. So we're in agreement on that first certain that i would say what a good 60 to 75 percent of the campaigns are similar because there are differences again. Like there are different set pieces, there are different sections where you're controlling sharing, you're trying to escape the orphanage or your controlling aid a running through the stores and none of those last very Long or anything like that but there are there are differences. And some of the puzzles do get a little bit mixed up. Like i'm thinking of like the chest puzzle is different in both the campaign

Is

Different, which

It's I appreciate it being different from a gameplay perspective, but from a world middling perspective wise the electricity just entirely different the second time around

Like it.



So

There's

I just never understood like how they explain from a story perspective. How Clear or Leon whoever whoever whoever is the character, you're not playing as how they get down into the lab and things like that, because the explanation would be, oh, well, you saw how via their playthrough it's like, well, I guess but also they don't really ever cross over and they're doing the same tasks like we're saying so it is it is a weird thing and it's just something you have to sort of put out of your mind for the most part. I imagine, like, that's kind of how I view it. Like, they're not gonna tell a single cohesive story, but you get what they're going for and you understand, broadly, like what's happening. That's why I asked Ricky though. Like what the What the books? Canon. Uh through line was, was it?

Well so yeah. So the way I've always viewed it is it's like an alternate history. The second playthrough like it's not necessarily. They're supposed to be happening, the same time. Yeah.

Because

In the books, you do have like Leon I believe I could be wrong but I believe Leon does more fights with Mr. X just like he does in the game. Yeah.

And

So they don't ever fight the same bosses obviously. Um, but they are like they're hitting the same beats and you so you have more of the Birken's stuff happening with Claire obviously because of who she teams up with later with Sherry and then Leon's kind of like the mercenary side with Mr. Exon Atawang. So it's definitely like I don't know that I think maybe helped me think of it as like two alternate histories because in my mind. Leon never fights Birkin, right? So

That's kind of how I've always viewed it to. Like I create my own sort of I, I've always had a canon in my mind, like Leon's, the one who gets to the police station. He's the one who's running around the playstation dealing with Mr. Ax. And because like because it just makes more sense, narratively for him to be the one. Going through the station because he's the rookie cop and oh I'm supposed to he was he was going to the police station anyway, having Claire be the one that gets in there and is interacting with uh, What's the guy's name? Who's bitch? Marvin. Yeah. Marvin like that stuff. Just doesn't make as much sense. Narratively. It makes far more sense to elite for Leon to show up and be like hi. I'm the rookie coffee was supposed to come here and for him to have those connections and things like that. Um, story stuff. I actually let's stick with this story because I know where largely talking about it and I mentioned this before. Um, I do think there are some strong storytelling elements of this remake in particular it's just depends though there because there are some weak parts too. I think everything with Ada and Leon. Doesn't really work super well. In this game, maybe I'm maybe you guys feel differently about that, but it comes off. I don't know it like what did you guys think about about their three line in the game?

I'm just confused most of the time, like, How does Ada survive the fall? Why?

Because it's Resident Evil. Okay.

Sure.

How

Does Chris punch a boulder? He just

Go with his strength of Chris.

There's like this fake. Romance there. But then Leon is so easily manipulated and did not believe Ada just at the mention of an evil scientist lady. So like their whole trust it just feels very Goofy movie type energy. Where it's we're in love. We're rivals. We're in love. I fallen. I don't really know. Ada's angle. Honestly, I didn't know. Ada like works for Wesker until I played her, she's a mercenary

So she just kind of does what I

Guess

Tired. So

Really I just kind of believe she was an FBI agent at the very first time. I played this a couple years ago. She just their relationship strikes me as Goofy in this game.

Um, as a noted Leon hater. Uh, I could care less clear stories way better.

Yeah, I think Claire's story has a little bit more of an emotional punch just because it involves Sherry and there's a family dynamic there. I will say, Sherry's pretty. Um, Sherry's pretty flippant about everything that's going on in her family. And she doesn't seem too torn up that her dad's, a big old monster and her mom's uh, evil scientist. Like you get to the end of the game when she's like, wow, Leon and Claire, you guys, you guys should adopt me, we could become a big family. It's like homegirl. Your parents are dead. They just blew up, like, you're not torn up about that at all. Like, they just rolls with the punches in this game. Two favorite parents kind

Of suck. That's true. Very bad parents. Maybe just doesn't like them. It's

True. They're very bad parents. But, uh, I

Don't care for Sherry. All that much. I just guess what? She shows. Back up and Resident Evil 6. She does not.

Yeah, she does. I

Think she's in the campaign with Western

I believe that is correct.

Okay, I'm buckling up for that. I just well it felt fine I guess playing a Sherry was worse than playing as Ada. Eight is actually capable of doing something.

Oh really?

When Sherry just does all child sneakiness and that like orphanage puzzle of, he's got a move stuff out of the way you have to. Basically

You do have to wait. That is like a creepy set piece though because it's like a pervert.

Creepy, I found it annoying. I mean thematically yes, it's creepy but mechanically I found it

Annoying. Like yeah, because you have to wait for him to maneuver his way around the room. Like it is, it is kind of drawn out just a bit. Um, I get that. But the set piece itself is solid. Eight is just I'm gonna turn on some electronics with my little gizmo and so, And you got a really bad Mr. X, who

Comes

Out of nowhere. Good old Mr. X, which we'll talk more about him. I assume as later on the one thing when I say that they're strong storytelling in this though, I do think um, I do think a lot of the side character. Performances are pretty good though. Um, most of the main cast isn't that great, uh, the brief 90 second to two minute, cutscene with Kendo is really good. I think. And it's really, it takes a second to show how the outbreak is actually impacting people who live in the city which I really like because a lot of times all you ever really see in this game is the main cast Evil Umbrella, people evil humans or whatever like the cop, the police chief in this game. Like everybody you're running across is pretty much pretty binary. They're either very evil or very good except for I guess eight is kind of like in the middle and so you never really meet just everyday people that are getting messed up as a result of what Umbrella is caused. And so I think that's I think that's one of the standout moments in Uh, this entire game is just that. Two minute cutscene, with Kendo and his daughter and him having to put her down. It's it's pretty impactful for especially just coming out of nowhere, largely.

I,

I liked it. I, I, I like the There's a letter from Jill there. Which is new. I

think that's added later. Yeah, you think that was out at Vegas and update afterward so

I like that I can't tie to the world, I did not play it, but correct me if I'm wrong. There is an optional mission. With Kendo, right? One of the extra

Gameplay modes. That was one of the DLCs that they added things

That

Word. Yeah.

So I like Kendo's inclusion, I was trying to think, like, who does Claire run into that's impacted. I mostly I suppose Brian Iron. Chief Irons but he's a villain, not really. Yeah. He's, there's no sympathy there, he's just a creepy taxidermist slash. I'm gonna kill people. Then stuff them with whatever taxidermy stuff

That's still taxidermy.

It is, I don't know what he's up to you. Fluff them up, is it like a stuff?

Yeah. Well it's not say that maybe. So,

That's like the stuff from Build a Bear. Yes,

You just fill it in just a poof. But who else declare doesn't really run into anyone else? Does she

Not that. I remember I think she has a larger connection with what's, what's Lady Birkins? They Annette, right? Yeah. Yeah, she has a larger crossover with a net and her campaign at least briefly. Um,

Especially toward the end.

Yeah, when she's trying to save Sherry because shares become infected.

So

She

Has a little bit more crossover with her and then Chief Irons and It's about it, I think.

Do you and see Chief Irons as Leon?

No, I don't believe so

I can't get into his office or anything because you never get the heart key or diamond.

Can you find something like files that mention him i believe but that about it.

I speaking of files, i think the environmental storytelling in like the item pickup world building is Great across both playthroughs because it does flush out chief irons creepy nature but also the scientists and the umbrella lab like the whole world, the store environmental storytelling down in the lab. I think is awesome. The the vine creatures growth and expansion down there. The one. Scientists to you have to get the id bracelet forward to i think level two or three or something.

Like

If you go back and use the modulator to open that up to get the Last item expansion slots. You like his zombies in there and he has a note talking about how he's a genius and he'll never die. And there he is dead. So i think there's cool world building and storytelling and flushing out those characters that you obviously never really interspecially. Like

I

Mean, we mentioned chief irons but i think it's cool. You can find notes because initially, if you don't read any of the extra files or notes that you come across, you kind of wonder like why is the police chief this evil? Dude like why is he doing this? And you can find files that obviously flesh out that he's like on umbrella's payroll and he's being He's being paid uh to keep tabs on sherry and he's working for them while also being a police chief. So he's been paid off and stuff like that. So like, Certain motivations of characters, you wouldn't really understand unless you do that stuff. I agree. I that's i think consistent across all the resident evil games. So i think it's one of the few franchises where When i do pick up collectibles, i do actually read them to further. Understand what's happening. Um because they're usually never too long and they, they do a great job of filling in the gaps with the narrative stuff. We've talked a lot about storytelling, probably far more than i anticipated. We would, if i'm going to be honest, let's start digging into gameplay a little bit more. And let's just talk about world design because i think that is this game's strongest. Point, the police station is obviously the, the best area in this game. I think by far The lab. And The labs far more linear and the sewers are I don't know, the sewers were okay, but the police station itself is i think fantastic. That's Like probably. I don't know. I i think the police station could be especially with how it's seen in this remake. Could be the best area in any of the resident evil games, especially based on what we've played so far the season. Max Um, i don't know how you guys feel about the different areas in this game. I assume we're all hot on. The station itself, though.

Um, yeah. I think Like, I was kind of struggling with you saying it's the best of the series, but I guess i'll skip past that because i think the Spencer mansion is probably still better. But i know y'all don't like that. Very much from what i heard last time, i

Like the Spencer mansion. It's just i if you if there were, if there were now If there were met, if there was a map that was, as intuitive as the one in remake here, that i think that, i mean, it's in your brain. You just turn it in here

And then you got it. It's all you need. No

Doesn't

Matter. Yeah. I do think the police station's really cool. Like my max was saying earlier about it being like semi metroidvania. That's the most fun puzzle in the resident evil games for me. It's like I'm in this safe room. I know mr. X is above me. I need to make it to the certain place with enough. Weapons or enough room in my inventory to be able to pick stuff up. How do i do that without dying? Like, that is The best. Like puzzle. The series has, right? And i think that because of mr. X in the police station that i'll come together. I don't know if it's That's maybe why i think. Like the Spencer Mansion is a cooler place. Um, because A lot of the police station being cool is because of mr. X being cool. You know what i mean?

I agree, i, i felt that way playing through is clear because mr. X Doesn't really shows up still But not as early. And so that kind of it did make my playthrough with Clara a bit more antsy because i had previously done the leon a run. So i was like witness mr. X gonna show up like i'm tiptoeing through the place. And eventually, he shows up the The police station at least this remake incarnation. I can't speak to the original Fixes, the problem i had with sensor mansion it just unique identifiable spaces. Outside of the map. You know, actually being Functional and useful because it's just a modern game. The police station is. Memorable, in the sense of It used to be an art museum. So there's but now it's a police station. So there's this strange mashup of architecture and room design. There's the offices for the stations and the armory, but then there's the showers. And then there's this room with old art and a library, like, it's Each room fits because of this mishmash cohesion of police station and art museum. But also Just these rooms stand out and it's so much fun to navigate and figure. Out, and eventually you have the whole main area of The. Police station, mapped out in your mind and you're running through it. Your blazing mr. Axes on your tail. You're like, i need to get over here. It's like what you're saying. Ricky, how do i get to this room or get to this space? Optimally. While having room for the items i need without being attacked. And then misdirect shows up and throws your whole route off.

And

I had a scenario where It's funny. I was testing. A note? You pick up says the liquors right? That's what they're called. The liquors can't see you. They don't have eyes. They only listen. So, i was testing that in my leon run of the game and so i'm like Creeping past them. And so that first hallway down to the left where the liquor shows up, i snuck past now. Immediately kind of around the corner in that hallway is the clover door. Which eventually is where you get the jack for the bookshelf in the library. But because i was sneaking past the liquor, i never interacted with the door, thus not marking it on my map. And later on, i'm looking for the jack and i i couldn't remember where it was and so Didn't realize i needed to go check there but upon my return having looked it up. I was like, of course it's the one room. The door. I didn't patch because there was a liquor right there. I didn't kill the liquor, so it's still there. There's still zombies in the hallway and who shows up mr. X, and it just turned i might have the footage for it but it turned into this mad chase of leon with very little health mr. X is like pushing all the enemies out of the way but they're getting back up trying to kill me. I'm running in this tiny room trying to pick things up. He's punching me. I'm just trying to run away with this jack and get to the library where at least i have more room. And so it creates this. Dynamic. Play space, when all of the elements are coming together and, you know, the map because then you're like, well, i can get to the library by going down this hallway or i can ditch mr. X, by cutting through here, and, and taking a long way around. And so it's a great location. The police station in particular is just awesome to explore and run around him. Yeah,

We've

Talked obviously A lot about mr. X. I mean we may as well have a larger Conversation about him because he is the stand. I feel like i'm restating all my things. I wrote in My review four years ago, which is kind of funny but i a lot of what i said that is one of the reviews. A lot of times i'll write reviews for games and then

Six

Months are a couple years later, time goes by and i look back. I'm like i would say different things about this game. I think this is like one of the few games where like what i thought of it back then i think largely holds true to where i'm at now. Um, and mr. X really is the star of the show in this game, for sure and I i think, yeah, what's so great about him is just The game is already. I don't want to say difficult or hard. But you've already got enough going through your head when it comes to Try and keep track of. Where certain items are at, and where? What you're, what your overall goal is? Okay, i need to get these medallions. Okay, i need to blow up this hole in the wall. I need to do this and so you're trying to You're trying to map out in your mind, how to get around the police station and where you need to go and what areas you haven't explored yet. And if the perfect time in this game, at least in the Uh, definitely with Leon's more so than Claire. Um, They do drop mr. X, and it just completely changes how you view. Your objectives within the police station because then now all of a sudden Where you're starting to feel pretty comfortable and you had started passing out how to get around this area. Now, you have to reroute yourself and in the area in the playstation is so interconnected that there are so many different routes you can take to get from point A, to point B. And that's what's awesome. Is that Uh, mr. X might be in your way but you can go around but it's going to take more time. And even then, you don't know if he's gonna Path somewhere himself. That will end up within the new path that you're trying to take to go around him. And so, it just adds this constant. Stress and i, yeah, stress and angst more than anything because When you actually do see him and run into him, he's not like Horrifying. It's more just Fear of. Dying. Like he's not a jump. Scare enemy really? He's not a Like it's a different kind of horror which i really like in in this game it's just a constant sense of dread because you can hear his footsteps and you're worried about dying and you're trying to keep your health up

And

Yeah, even when you come across them, it's i there's never like a jump scare moment or you're shaking. Uncontrollably because you're so frightened to come face to face with him. It's just like, oh, this guy's giving me. This guy's giving me fits, i hate him and so that that's what's great about him is it's a different type of horror. I think that this series has not really done. Um, i don't want to say they've never done because they've obviously repeated this sort of thing. A lot with jack and resident. Evil 7, lady d and resident. Evil a Nemesis to some degree, i would say. Um, More. So in the original resident, evil 3, then the remake But yeah, it's mr. X's Phenomenal and it's easily the best part of the game. And i think it makes Leon's campaign. The better of the two for sure that he just remains this unstoppable. Force. Um, That doesn't go away until you finally have to get stuck with him on a Elevator platform. And you have to have one final battle with them. Do finally. Get this guy out of the way. Um, i i think that's great because especially and i'm talking about the end of the game, went there, when you're trying to run away, but the moment in Leon's campaign, when you're trying, when the timer's going and he busts through the door and Leon's, like, oh my god, this guy again. Like, he's been chasing you for hours at this point. And he just is still there and he's not stopping it. It makes for a great through line. Um, And he shows up everywhere again, in leon's campaign specifically like, uh, you're in the lab and you, you destroy all the plants and you're like, okay, cool. Again, get this thing and then, boom, you comes out of knowing you're like, oh my god again. Are you serious? Like he just shows up everywhere. Uh, when you least expect him a lot of times and it's even outside the police station, he's Yeah, easily. The best part of the game, i think.

I, Mr. X's iconic. You

Know.

He has this. Undeniable design and presence. From the bowler hat. To the trench coat. To the the thought of to his names, his name. The his brute strength. His where's the name actually

Come from? I sorry to cut you off because it's never said in the game itself, he's just referred to as tyrant. Is this a? I, i don't know if ricky would know if

I want to say, it's a File, you read somewhere, but i could be wrong. That could be incorrect.

I couldn't remember, i couldn't remember reading anything the game. That is explicitly said, mr. X. Anytime you find anything that references him, i thought it just Referred to him as tyrant. So

According to the resident evil fandom, wiki one of the nicknames used in licensed materials is mr. X and name never used in resident evil 2 itself and is possible. The name was a result of a mistake on capcom USA's part. Um, early concept art of teas, dash zero zero, to licensees was known as tyrant x.

Um, okay, so

It sounds like it was a name that just is kind of survived. Through copyright. It's later used in like comics and magazines and There's even an invention apparently in resident evil resistance. So it seems like it's a name that has survived From the early. Concept phases of it, and it's just stuck

With. With fans have just latched on to it. It's a better name than tyrant especially because tyrant when i when you say tyrant i think of Original resident evil

The

Final boss in that game. So, yeah, mr. X is just a much better name. Sorry to cut you.

No, you're totally fine. It's it is a better name. It also gave birth to arguably. One of the greatest memes at least certainly in resident evil, which is Modding the game with you know x going to give it to you when mr actually understand the wall or something like. There is just there's something undeniable about this monster. And especially in leon's campaign, where he is the constant instead of birkin. Just shows up, shows up, shows up. And, It's so much fun. And once you get over that initial fear of him, It really does become just a puzzle to solve and move around. His footsteps are more scary than Is actual physical presence. He's just a blast. I will say. He is a bit. At least in the police station initially. He's a bit easy to just Of leave behind. I think specifically back to that library scene like where you get a jack and move the bookcases and stuff You can just run circles and like, he never really strays from following you directly. It's only when he shows up out of nowhere and then you're reacting instead of leading him. Where it can get a little nutty. So, but if you have him in a solid pursuit, He's not really that big of an issue. He's more of a nuisance at that point. Which is a bit of a downer, he doesn't. Surprise as much. Once you're familiar with him, then the surprise has come back again later when When you're in the greenhouse, or when you're in the, the lab trying to escape, but that's more amplified because of the nature of those set pieces, and it's the end of the game. So,

The thing about this game that freaks me out with him, sorry to cut you off, is that In the original resident. Evil 2 obviously with this set cameras and stuff you can see him when he's coming after you at time. So you can kind of Maneuver a little bit better because this is a third person game though when you are running from him, you obviously cannot see behind you. Unless you, i just, could you turn the camera and run towards the camera? I guess. Well, i

Feel like got to be very dangerous, but

Then you can't see where you're going. And there could be zombies in front of you and stuff like that. Yeah. So You can't see him a lot of times when you directly come into contact with him, and that's what's, that's what freaks me at the most is just hearing the footsteps and the sound design in this game is Immaculate like it is, you're so so good. I think that's partially why he is. Um, as good as he is in this game and it is because the sound design is off the charts.

Right.

And yeah, just not being able to again. Yeah, he's not that scary. When you come across from him, come across him but running from him and just knowing that he's behind you and you don't know if you're out running him a lot or if he is gaining on you that creates that stress and that's the Fear part of it i guess.

Yeah that was that was what i was going to say was that it feels you could definitely tell they've played out last which is That's like a constant thing where people are chasing you. And you don't know if they're right behind you or if you have some time but you just have to like make a choice which way you're going to go. And if you're wrong, you're probably going to be dead and you have to start over. And that's the same feeling i get were like the hairs up on the back of my neck and i'm like, sweating and cursing and hoping it doesn't get me. So, It definitely is like oh these guys played a lot of outlasts before they made this game, even though they're very different games. You know, that's a first person game. Uh, A lot more. Um,

Gross. I wanted to come to you real quick Ricky because i mentioned that i think mr. X's presence in leon's campaign, makes his the better of the two and you kind of made a face at that in turn. Do you? So you think players is the better of the two campaigns i assume

I think yes i think claire's has more fun guns to play with. Yeah,

I

Think Claire's side story with sherry is much better than Leons with ada. Uh, i think that I actually care about claire and i don't, i mean again, i don't like leon. I've never liked leon And so that's part of it too. I will admit there's like a definite bias there, but yes, i think. I think like, that's one of the ways that's like, so wild to me, that max didn't play claire B, because to me, Claire's run is the run, right? Like that is the one you should play every time. And so i always start clear a and then go leon b did the opposite this time, And i was like, oh, You know, there's less mr. X here, but It's still. Like the stories way better. I'm having more fun, shooting people. I get a grenade launcher. Like, let's

Talk about the weapons. Um, Because i do agree, Claire has many better weapons because she's got what the grenade launcher. She's got the smg as well. She's got the standard,

A quick draw. Yeah,

She's got the pistol. Uh, the electric

Thing. Yeah,

The electric spark, plug. Yes, bolt. She's got way more unique weapons in hers. Whereas Leon's is more Two pistol variants, which is a little bit odd. One of which he just holds like a pistol. Then when he turns sideways, like, he's a Like

Kill shot.



Yeah, kill shot. There's a shotgun, which feels Great. I mean, shotguns and residential are always Excellent. So i i that might be the best feeling gun in the game to just Papa zombie's head with that right away, but the grenade launcher in the smg stuff is a little bit more. Unique for sure.

Yeah, i'm a big fan of the grenade launcher. I like it better than the shotgun.

The

Shotgun is not light people on fire. So, that's a Let down in my book.

Leon eventually gets a flamethrow though. So at least you can't catch people on fire in his place.

Yeah.

But i don't think that's always very good. Yeah,

I don't like it. It's certainly not as exciting as the stuff that Claire is getting. I, They all feel good, they're all fun. I just They just didn't strike me as Maybe it's just a resident evil staple. At this point. I'm just getting familiar with it where this is our fourth episode. So maybe i'm just feeling Some sort of weapon complacency the same stuff every game. But i'm not. The most exciting gun to get was the spark plug shooting thing because it was new to me because i didn't do clear last time so i never got that gum before. So that Um it didn't feel as inventive and leon getting that one pistol that you just collect parts for and keep upgrading it. That was actually really disappointing because it was an extra pistol like i would have rather had

Different weapon for variety or something there. I mean, most of the staples are what? Standard pistol. There's a mag. There's a shotgun. There's a grenade launcher. Those are the big ones i can think of and then there's usually some other more unique things. Around those. If you want unique weapons, i'd say. Five has some more unique stuff. Because isn't

There a bow in that game?

Or something like that. You might be right. I can't remember. It's about five.

It's been a long time since i've played five too. So i could be completely. Uh, speaking nonsense there but i think you can Yeah, i feel like there's way more unique weapons in five from what i remember. But again, that's much more of an Action focus game. So yeah.

Yeah.

I will say one thing i will say about the weapons is it could just be my place style, too. Because having the essence because basicode i do is i walk into a room If there's a zombie in there i shoot it in the knee until it can't walk anymore. And then i consider that zombie dealt with and then i don't like kill it, i just run past it. So having the smg that can just like take out their knees real fast. Makes it like perfect for me the way i play. Hmm.

Smg is definitely. Yeah, you got to learn how to Use the smg. And it really is to just Handicap the zombies more so than trying to shoot them in the heads or whatever because Yeah, it's not great for For that

At all. By any means. What did you guys think of the sub weapons? Thick grenades the knife. Equippable between the three of them, like only one equipped at a time. And be the whole of your grabbed. You can use one of them to get the creature off of you. What did you think of that system? Because i don't think i've seen that in any of the games we've played so far.

I like it. I use it a lot where if I know like I have a flash bang, I'll just get bitten because I don't have ammo. So I like being able to use it tactically when I'm out of ammo to just like, take out a room and get cleared out. So I think it's a good system. I don't know. I don't really use a lot of like throwing the grenades of people. I only use it as like a defensive thing.

I'd say that's how I primarily use it too. Um, At the time, we're recording this, I'm playing through re3. Which will talk about. Eventually later in the season as well, that's not in that game. And I don't really understand why because I do like its inclusion. Here, do

You think it's do? You think it's because of the dodge roll, but, Jill has maybe because of the dodge

Roll. I think the knife also does not the knife. And already three does not have a Have like a stand. What does it called? Like it doesn't just destroying.

Yeah. Yeah.

There's a there's a name for that weapon durability. Yeah. Durability bar. That's what I was thinking. Thank you. Uh yeah. So the knife cannot get destroyed in re3 but still you can't even do it with the grenades or the the flashbangs or the grenades. Which

Was

Kind of disappointing. I definitely like that far more in. Re2, it's a little bit more forgivable in that sense, but then, again, r3 is a little bit more. Action heavy, I guess. So, they're kind of Trying to be crazy to fire guns.

So,

We once again, prove that I play these games differently than you, I'm Using these sub weapons. Proactively instead of reactively. I'm not trying to get grabbed and use them to push off. I'm throwing grenades into groups or Flashbades to stun them. So I can maneuver out of a sticky situation. I've I definitely do that

As well, but there are some enemy types in the game, like I think of the mutated. Whatever the heck they are in the sewers that can

The adults

The big. Yes. Lobby group things.

Yes, yeah, whatever. Those are. I think of those is ones that I would use my sub, weapons on quite a bit, to get them off of me. Um, standard zombies sometimes if they were getting on me. And I had a frag grenade on me, for instance. And I, I and I wanted to save that and use it for later. I would just let them bite me and shove them off. And then keep going because I would use the grenade at times. On bosses and whatnot. Or to just flash bangs. If there's a lot in a certain area just clear the way and keep running. So I would use it as a mix of both. I would say. We've talked a lot about the weapons and I think kind of going along with that. We could talk about the bosses in this game which we've also touched on a little bit. How do you guys feel about the bosses in the game? There's only two but you do fight them in multiple instances. There's the broken fight in the Basement area. There's the birkin fight in the On the platform where you blast them off. And then there's the, I guess, the two different bosses at the ending or well, then there's the up, the final birkin I don't know, the the virgin fight where you run into a net and she freezes him and then you go down in the center area and you fight him there. And then there's the final fights for both Claire and Leon and then the Final final fight itself which is I don't know whatever.

Yeah.

With all those taken into account. What did you guys? How do you guys feel about the bosses in this game and

I like almost every birken fight. I think the mr, x fight, just kind of whatever. Because it's just like, Dodge him until Uh, Ada randomly comes back to life and throws. You're a rocket launcher. Although i will say If you could, if you can just shoot them once and you get to keep a couple rockets. The next part where all those zombies come out and you can just blow them up, it's very satisfying. So i

Did that

I

Was able to pull that off and get the trophy for that one like beating him with it with five minutes. I

Did that too. I i tucked away all my mag ammo for that fight and i'm like, i'm gonna try to get this trophy, so i think i'd like 20 mag shots when i fought mr. X.

I

Just unloaded. Again, we just play very differently.

I the I'm not a fan of birkin, he feels So samey every time it's shoot the shoulder, shoot, the eye, shoot the shoulder, shoot, the eye, Which is the same thing as the gloopy Goblin. Sewer monsters. Shoot the eyes shoot, the shoulder. In the mr. X's feels more like an endurance boss fight rather than Like i'm succeeding and deteriorating something i don't know. It's just, how long can you last until you get a

Rocket launcher? So, Well, you have to deal damage to them. It's not based on.

Yes you do timeline or whatever. You do. But it's also Yeah. They feel cool. They're very epic and grand, especially the later ones in the game. But nothing felt particularly challenging, or Inventive or like i had to come up with something. That fight with birkin in the center of the lab. They give you so many items there that you're never short of anything you could possibly need. Uh, it's just They're not tough and i played the game on normal both times. They didn't jump up to hardcore or anything like that. I wasn't pursuing the platinum, this time around. But i just, there's such a lack of variety and there's not even really sub. Bosses or anything like that. The closest i guess. I guess. Is the alligator. But that's just.

What are you talking about? That's

Fun. That's a crash, bandicoot level. He gives a great one-liner after he kills it but i forget what he says, I forget too. Thank you, might just say, like die, you effort or something like that. Like, and then blows it up.

It's

But that's not a boss fight. That's like i said, a crash bandicoot level. I'm surprised Logan you and care for that. Well,

Most Crash Bandicoot levels don't end up with alligators exploding into a thousand pieces so there's only they

Did

So i was actually pretty bummed out by the boss fights and variety in this game.

I think, i think the boss fights. Visually and set piecewise are almost always pretty cool. I really like being chased down around the maze with birkin the first time you encounter him I love crashing the crane into him. I think that's a cool idea. Um,

That's a bad fight. That's a bad fight. Well

Why is it a bad fight?

Because if you do itself just cumbersome and he can get up so fast and

Then walk, you've

Already initiated the swing and then if you're using it bad

Maxi, i think, i think you're, i think, i think your tattling on yourself.

Because

I would just blast him down and immediately press the thing and then it would hit him.

No, i'd hit him. I'd hit him. He'd follow his knees, i go push the button and then he'd get up and walk out of the way. And then you're trapped, you either get hit by the thing or he played, i

Mean, i played this boss fight. I mean, played that boss, fight twice, between both campaigns, never had that happen once. Bad gamer. You're writing on yourself.

It's not a fun fight at all, that crane thing's so slow. I think it's i

Think it's unique

For sure. Um, you have to do it twice. Also, like

There's a trophy to do it once.

Hit it once. Yeah,

You can do it.

What what's the difference? What are you doing, differently? You just have to deal more damage to them.

Yeah, the

Crane deals damage to him and so once you get him his health below a certain threshold and knocks him off. You don't have to do the crane twice.

I don't

Like that at all. That's

Bad. Gamer rotten on himself, bad gamer.

What are you doing damage to him with?

Again.

With your guns, with your grenades with everything and it gives you

Yeah,

If you if you knock him down, you just keep blasting him for a little bit.

I don't like that fight at all.

I thought that fights fun and then I, i do really like The final tyrant fight. It is not. It's very straightforward. You're just unloading everything you have at him because it's the end of the game by that point. So there's really nothing. To it. Uh, But i like that. It is the final standoff with this dude that has been chasing you the whole time. You think he's actually finally dead, you don't? I mean i didn't really think it but he blows up or whatever and then you're running away and you get down to elevator and he blasts through the wall and he's got his now, he's got a giant claw and you're like, oh my god. So that's a great. Visual moment, i think him coming out of that fire with his clothes burned off, and he's now shirtless and he's got a huge claw for a hand and he know that this is finally the instance, where, okay, this is this is it this worth? We're settling this here and now, Um, so i think that's a really cool fight. Just Visually and thematically within the game overall, but the fight itself is nothing that you unique. Again, you just Fire away until you get a rocket launcher and then it's over. And then i think the final the final fight too. Like i think that's the only thing that i would say. Is kind of a bummer as you beat the arrow of whoever you're playing, then it gives you the stinger there at the end. Like, oh, you're not actually done and then you play the B route and you get? Yeah, it does.

I

Don't remember,

I don't remember feeling. It's

Like, scented to keep going. Just

See, like tentacles, like, creaking through the train door, or whatever. Yeah. You

Have to watch all the credits. It's at the it's too and

Oh yeah, shows it.

I don't remember this, it's

Right there at the end.

I believe you. I just i don't the

Way to encourage you to play the b-round, but once you do play the b-row, You get there and you hop on the train and it's like, oh no, we're being chased. And again it's just big, large blah monster and you fire everything at its eye and then that's it. So, even that stinger doesn't really pay off. I think. I'm also not a huge fan of Claire's. Chain gun boss fight. Again, it's kind of Against burkin, the final form of birkin air, the pseudo-final form before you eventually, blow them up once and for all a train at the very end on the b-run. I think i'd fights fine. I guess, i don't know the boss fights. It's not what stands out to me the most in this game, but i don't think any of them are necessarily bad. But then again, i played all of them correctly and so did Ricky. I

Would agree with you mostly but i do think the first Burkid fight was really good because i like being in that small corridor. Yeah.

And

You can lose him very easily for playing on harder difficulties and then like the panic of trying to find him and there's a ways for him to hide his eye. I think that's a good fight and

It's it's the first time you come across anybody like that because i don't think mr. X is shown up at that point. Um, The same wrong. It's the first real like Big baddie, like that, that shows up in the game.

Yeah, and

So i think, as a first initial boss fight within the game, it's actually pretty. Pretty good and pretty intimidating in that sense.

Yeah, i agree. I like the first park in fight because it's a memorable environment. To windy little maze. And, you know, you've got a, you've got a judge turning around shooting him. And it's not in the Traditional sense where you can't move and shoot like, you can, you can move and shoot freely in this game, but There is that trade-off of stopping shooting and running away for your life and what items do you use? That's a good one. I just my big beef was just the repetition of the same enemy and a lack of Change in the objective of taking the boss out.

Yeah, you do make a good point that with the whole thing being birkin is constantly mutating, and that's what he keeps coming back to life. They could have done more, to make them mutations feel different. Yeah,

Instead it's just more eyes. Now i have an eye on my back. Now i got one on my knee. You're

Just, i do kind of like the one where you get the the chain gun though, just because i don't know, i

Like chain guns

In the, in those games, you never feel that powerful. So giving you a chance to feel. Powerful is cool. Even if the fight is not anything to write home,

Well, all the all the resin you will games, always do that at the end or most of. Yeah, pretty much most of them do, um, where you get to the end and you've got some super mega weapon that you're using to take down the super big boss. Uh,

It's not on the level of three but

Yeah, three's a little different and that regard but Yeah. It's they they always do a good job of that and even the chink and fight again it's there's nothing really unique about it and you're just firing away but i do like obviously getting that weapon and unloading for those. Two or three minutes that you do have it and you're in that fight. It's enjoyable. Let's touch on a couple other things. I think we're getting close to the point here where we will wrap up. Um, Did you guys have anything you wanted to say about the puzzles in the game? Anything stand out to you really in particular, i know we talked about how There were two similar across both the playthroughs, and there wasn't enough that really Um and you're just kind of doing the same things. I didn't know if there was anything specific that you guys wanted to shout out that you thought was strong or if you thought the puzzles overall were pretty weaker or anything like that.

I really hate the electronic puzzles.

Yes, with the chess pieces?

Yeah, no, the circum. Yeah, no, no. You get those little, like, beeping things. It's, you have to press a button, and it lights up, memorize them. And then you have to say,

Oh yeah, yeah, i

Hate doing those well,

Not only that, but it's kind of underwhelming that all that's inside them, is Uh, the buttons for spare keys.

Yeah, the spare keys for the button but

That does unlock.

I know, but it's like, oh, this thing that they locked up in a special safe, what's inside key to key to a panel, okay? Um, whatever. And i know i get that the actual Rewards, you getter than in those lockers but it's still kind of funny.

Yeah, i put puzzles. I think. This probably has the least. Traditional puzzles. So far there i think the puzzle is more the environment. And how are you going to get to a place? So really That's where it is. I You know, one thing that does change at least in the a b run. Is the medallion puzzle up front, where whoever you're playing as the second time gets a torn page in the manual. That feels. Slightly cheap to me, because Unless there's an item i missed to pick up. I was just trying to remember how. What the solutions were and i was able to remember most of it and then just Brute force my way through those puzzles. But, I was, it felt weird that They? They just strip the solution away from you and it's like well i hope you remember what you did the last time you played, that's

Not true. I no the beat, so So what they do is instead there's a roll of film that you have to find in develop that has The the is a picture, a snapshot of the panel of the sol version of the medallion panel. And in that sense, i like that because it makes the b run the film. Developing area actually important and i don't think it is in the aron at all. Other than developing film for extra items that you can get in a lockers and things like that, the B run. I think the it is actually Needed that you go to the film room and develop that because you have to find out what the Medallion code is to unlock it. Otherwise, i think that whole area is kind of Like there's like five or six rolls of film in the whole game and i think most of them are largely Unimportant, if i remember correctly,

Well,

There is the film that gives you. Let you open the Hidden place in the star's office, that always gives you a gun upgrade. That's yes, but that's as an item, but you can't a lot of that stuff. You can find without, like you can find the The

Jeweled box without developing the film? Yes. Yeah. Yeah. But you can't open that.

Uh for some reason you just i guess don't see that drawer unless you've developed a film the hidden spot or whatever the head? Yeah there's two of them. Yeah, i i agree. It's uh So yeah, so you just brute force your way through the puzzles and That's interesting. Max. You didn't even know that there was a roll of film in the b-roll or in the b run that you could find.

Yeah, i just remembered like two of the shapes and i was like, okay, i'm pretty sure this is what it was and then just no

The game. The game is not saying, i hope you remembered what we did in the aron. Uh that's

Like because i also didn't find this film that you're talking about. Well

Clearly because you wouldn't have needed to because it's tugged to weigh in some part of the police station that you then have to use because that's meant to be like the last one that you get. I think based on how you would navigate around. I don't know, I just remember because two of them. The book has one still in there. But it's the other two that I buried my way through and I was just like, okay. Here we go, but they should have been solved anyway because Clear had done it for me in previous run. But I guess they're not concerned events. Is there anything else you guys want to say about some of the core elements of the Resident Evil series? In this game that we didn't touch on such as? Just overall horror. I feel like we've touched on a little bit or um the inventory system. I don't feel like there's a lot to write home with the inventory system. This time around, it's far more streamlined than normal. It's

Very much like RE7's inventory system. Yeah, it's the same. Thing except without vertically rotating self-rotating items. It's just all horizontal lines. Uh, didn't really ever feel too stressed about its management. Just stuff things and item boxes and kept things pretty light and brisk. So with that. Then let's

Let's detach on music briefly. And I think incorporate, if we, if you guys have anything else you want to say about the sound design as well, we can touch on that here. I know we kind of I mentioned it before. How great. I think the sound design is in this game music wise though. There's not a lot in this game more so than normal if I'm recalling. Like I've been again, I mentioned I've been playing RE3 lately and they're actually quite a bit of music in that game. Hurry too though. I don't think there's a ton honestly, and it really does lean heavily more. So than before on just the sounds of these areas that you're in. I think it creates some truly. Uh, disturbing environments at times obviously Mr. X's stomping around. But anytime you hear, anytime you hear a zombie go, right? And you're but you don't know where it's at or where it came from. That's a nervous, me. Personally uh especially because a lot of the police station in particular shrouded in darkness, so you don't know where certain things are coming from. I think this game does a great job with sound mixing and things like that as far as the actual music though. Not a lot that I can remember. Again the same theme stands out per usual. I think we will always mention that in all of these but otherwise, yeah, not a lot to say on this front. Um, a little surprised. I had a few songs I wrote down.

I think the Mr. X pursuit theme lends itself in.

Oh yes, they're acts as well. Yeah, that's it. Stands out. So strong.

With his footsteps and mixed into it. It just really

Is

A strong pursuit theme. It's really great. I also, I may not have liked the boss fights. Gameplay wise, but that Birkin fight when you are lowered down in there and then all the sudden the choir just comes in. Yeah,

And

It's

So grand and just things are blowing up the labs gonna self-destruct. It really lends itself to this over the top. It feels Japanese in that way, just grandiose orchestrated moment, it's super great. And then I don't know if either of you. Maybe in the past you have or you did for this playthrough but I did dabble with two of the all the bonus modes or whatever. And one of them was the fourth survivor, which is where you play as hunk, I think. Oh,

Banger song on that for surely smokes. That song goes hard. Yeah. I forgot about that one. Yes,



I wrote that. Uh, it has mission impossible vibes like that song. I tried the mode twice and i i failed both times. I was gonna ask if you beat it. Yeah, i did not. Um, Shocker the guy who tries to kill everything ran out of ammo. Very And then when he tried to friend past everything was like, this is terrible. They grab you, they all grab you. So, uh, but i was, i said this man, misses his dodge roll.

For real, i shot him in the knees. I was like, dropping them down to the ground, but you get to the police station and of course, they make you run through the whole stinking building.

Can we just? For just a moment, we get through this police station,

We're running around,

We get up to the roof. I mean, i'm talking, we are this close to getting to the outside and downstairs to the helicopter to finish this mission and all of a sudden Burke and shows up too with mr. X, literally right behind you. Like that. Come on. That is, it's

Great. It's awful. It's so frustrating. I don't think you escape. I don't think you escape there though.

You have to get down, you have to go down the roof and out and around down to the fire skit, but you're close. Like that's the close, you're very close there.

But that's when birkin show is super terrible, but the music Holy cow. They go hard for hunk.

Yeah, hunks, like really hunks one of those. We haven't talked about hunk at all about hunks. Like,

Low key. Like one of the most popular resident evil characters amongst like hardcore fades and he's barely I mean, he's just got a side mode in this game and he shows up he's showing up in a couple other things over the years. But, uh, Hunk is like, really beloved. For some reason. I mean, he's cool but it's just Yeah, you can play operation raccoon city to see more of If you're into that oh oh, time to look that up. Did you have anything about the music or sound design? You want to say, ricky? No, i just want to shout out whoever the lady is that does the zombie screaming.

For the ladies specifically. Yes, absolutely terrifying. Yeah.

I

Think the ladies zombies are much spooky as well. It's like more. It's like, more ear shattering than that dude. Screens for sure. I agree with you. Yes. Sound design across the board is It actually play with headphones.

No, no. Oh guys, it sounds so good. Because i don't like i don't like that, you're getting that 3d positional audio where you can really hear mr. X. In the, it's so good. I You gotta play it with with headphones on. It's sounds. I know that's like probably that's probably one of my like most common gaming sins. I don't play with headphones on, but i do have a good sound bar and i have a good sound system, so Yeah, it's not a sudden you're fine. Yeah, you can hear it. So you got it, you're good. All right, let's wrap up then and talk about Legacy, which i think is interesting because

Obviously, there's a two-pronged legacy here, because both the original game and The, the remake. Because we played the remake. I think, let's try to Talk more about the legacy of That game i actually i'll do i'll say this to combine both of them. I think that this game's legacy is that it was so good and so beloved that capcon did decide to remake it, what 20 years later and then the remake was everything that fans wanted it to be in probably in more honestly. Like i said, i think this is one of the best remakes. Of all time. Um, and the fact that resident evil 2 is This game's been out, four years. I want to say, And i feel like it's still very relevant and still very And not relevant in this. Since it's like like a live service game would be or something like that. But if somebody was to ask me like, oh, what are some great games of the past, five years that i may have missed out on, like this would be Near the top of the list. I go. Have you very into resident evil. If so, you should play resident evil 2. It's great. And so, in that sense, i think they've really done a fantastic job of making the Older era of resident. Evil still relevant here. So many years later. Um, and i i think, i think that's really cool because A lot of older games from yesterday, we just You just kind of keep them in our memories and not much else. And i, i think it's I think it's really. Cool. That in this new era of resident evil, we're in where they're doing, wild things with resident evil village and That we still have these games this center around raccoon city. And Claire and leon and stuff like that. Like, it's keeping this stuff relevant and it's keeping the franchise accessible for new people who are looking to Jump into the series and looking to Um, discover what these games? Once were, i mean with max, for example, who's never Play these before. I think it's really cool that you can jump in and get to know these characters and stuff and get to know these stories within new ways, What about yourself, Ricky?

Yeah, i think, i mean, even outside of resident evil. I think this remake has pushed a lot of stuff forward. I don't think you'd get the upcoming silent hill remake. Without this being so good like i think yeah that pushed konami to do that. I don't know if you could say the same about the dead space remake but I do think that

I think you can actually i think there was like reports that that was why ea did it because not only that Try to cut you off but this game sold incredibly well. Yeah,

This

Game sold. It wasn't just like critically acclaimed. This game, i think pushed like, 10 million copies almost. Yeah,

So

Like it showed that there's an audience who wants this and

Obviously like, within resident evil right now. There's three in about to be four, so they're pushing that stuff. Hopefully, someday we get, i mean, i would love a one remake. I think everybody, most people would code veronica would be a really good one to get remade. But on top of that, my Personally. Is that we? We start to see these characters, start popping up in the like mainline games again because it's been a while since we've even even as a leon hater. I would love to see what Leon's up to, what is he be doing? So i'm hoping we look forward in like two or three years and This is the stuff that brought those characters back forward, you know, because it's so popular. It. Get rid of ethan. I'm not get rid of ethan, he's gone. I like my, i like my dead boy. Well, spoilers for eight, i guess.

I didn't play. I didn't play the rose expansion if you're gonna. Yeah. Don't say anything about the rose. Okay stuff. But yeah. So i like ethan but i definitely you know. These characters are like near and dear to me as the

Uh the sd perry reader, i was as a youth so it would be good to see them coming back and i hope that that's like where the legacy takes us. I guess. Yeah,

Yeah, sorry to cut you off real quick max before you share yours and to kind of tie in with some village stuff, i remember you and i talked ricky after we both beat village.

About how we hope nine does. Bring a lot of the cast members back and that they're all old, they're all like a mid 50s or something and it's a recently on and gel and they're all They're all doing their murtog thing from lethal weapon. I'm getting too old for this shit. Like i think that'd be great. If this is just resident evil not just all old people. Again, i guess Chris is in village and he doesn't look that old.

Yeah, but i i obviously there's a time jump with rows and stuff after that after that game, right? If you would come back to them, it would stand to reason that they would all be dealing with.

Virus outbreaks for the better part of 30 years or something like that by that point. So i think that would be really cool if they did that too with nine. It would be fun.

Quickly sales data for you, the game. Sold 4 million copies within a month.

Okay.

And within a month of its initial release back in 2019 and by july of 2022, Had sold over 10 million copies. So this game she sold incredibly well, it's been It's on ps4 xbox and then they just did ps5 and xbox series console patches. There's the pc version. Of course, now it's on switch via cloud. So it's again, continuing that trend of accessibility with gap

And this is, i mean, it's worth stressing, sorry. That like survival horror games are quite niche, like,

If you sell five million that's successful within this genre to do 10 is like Really showing there's a hunger for this type of stuff out there. Yeah, it's

I think it's a great burst. Resident evil game for someone to play. I think it it's an improvement over resident evil one just as far as accessibility and like scope and excitement, it's just more going on there. But, This game resident evil 2. Is so important to capcom both in its original release and this modern remake, right? It was The original game came out in an era where capcom wanted every sequel to be bigger and better than the first game. And that led to, Great results. But a lot of hard work, You know, we We touched on it up in the rundown, but Hadaki kamia, was the director on this game originally, right? And he would go on. He's the guy over a platinum, right?

Yes. Yeah. Like so he goes on to make devil may cry, which was birthed out of resident, evil 4 development and then he comes on to platinum and he's doing bayonetta and all that stuff. So we've got this great legacy.

And the super strong sequel, that really builds up the world of resident evil. And then we get this remake, which we talked in our resident evil 7. Episode about the importance of the re engine. But this continued the trend of capcom. Just re-releasing their games. But there's pressure here, resident evil 2 was precious at this time and is still is to this day. And we get this remake that really goes all out and makes this awesome

Awesome game. That reimagines the gameplay mechanics into modern third person shooter.

Type controls and just design. And it looks great and it feels like it's it's what you want out of a remake. And now we're getting ready to go into that again with resident evil 4, which i would argue, is the next Most beloved, if not more, beloved, In the grand populace of resident evil. And it whatever shakes out with that remake here, It started here with this re2 remake. And so it's so important. To the franchise and to capcom. So, It's, it's a game that i've That we're going to treasure for a long time, i think. And we'll be talked about and Discussed in his influential. For years and years to come like it has been for the past 20, something years.

Yeah, to just add one more thing. Like when this game came out too, i think re7 was such a hit that it was like a surprise, like, and got people thinking, like, okay, i think resident evil is coming back. I think we're on an upswing here and this game, really

Just reaffirm that like this game. Cemented that. No, capcom is like, back at the top of their game resident. Evil is indeed Once again, a franchise that we can talk about positively and be excited about looking forward, and not only that, but i did want to stress that like remakes have been part of capcom's dna and part of resident evils dna going back to what 2001. So like the fact that we knew years before our e2 released that they were supposedly working on this And that that alone, generated excitement. I remember? I remember that. Being excited to hear that capcom was once again going to remake an older resident evil game because they had obviously done that previously with re-1. So for them to come back and do it again with this, and it's obviously much different than the r1 remake. That came out over 20 years ago. But it again just shows that capcom when they do remake these games that are a little bit older, they know what they're doing and they treat them with the care that they Deserve and they also know what fans want from them. And i think that does it for resident. Evil 2. Thank you so much for listening.

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And then if you'd like, you can follow myself on twitter @MaxRoberts143 in my writing over at maxfrequency.net. thank you so much for listening. And until next time, adios.

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