

## Season 5, Episode 6 - Resident Evil 3 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're covering the resident evil franchise. My name is Max Roberts and i'm joined as always by Logan Moore. Hi

Logan, it's time to bid a due to raccoon city. Deuces, raccoon city,

Peace out. It was nice knowing you. We're done with our little

Rc arc. We are that's kind of why i wanted to structure the season in this manner that we got through all the raccoon city. Saga games up

Front

Outside of other Various resident evil spin-offs. But yeah, all the mainline ones are done after this game. Now

We head off to Antarctica.

We head off the antarctica and Spain and africa and Yeah, you go from one little town with that. Did a pharmaceutical company runs to traveling the globe. So,

Yeah, yeah,

It's well

Thankfully we got on a high note. Quite literally we're up in the sky in a helicopter when everything's blown up, it's true. But i i love this game and you don't and so i think that's gonna well, you don't love it as much as

I do. I

Don't. Yeah, i don't i don't hate the game by any means, but

I think that will make for an interesting. Discussion and episode here, as we talk about resident evil 3, or as it used to be called resident, evil 3 colon nemesis.

Yes. Yeah, let's get into the history of this one and then we'll because, yeah, i wanted to toss it to you first when it comes to our Takes on the game but uh, yeah, let's turn down all the basic information. So, again, developed and published by capcom. Resident, evil 3. Originally released on ps1. It also came to pc and dreamcast and GameCube the remake which again, we should specify. We have played here, we did not play the original game. We've talked about this on the Uh, earlier in the season before. Um, but we played the remake that came in. To ps4, xbox one, pc switch most recently. And then it got an upgrade for ps5 and xbox series x. The original game released on november 11th, 1999. The remake launched in the middle of covet there. The early part of covid. On april 3rd. 2020. Did you play this game? Maybe we could talk about this a little bit more later. Do you play this game? When it first came out? No,

I

Played it first actually last year, so in 22, but i was writing up the document today and saw that it came out, April 3rd 2020. And i was like Wait, this was a covet game, it doesn't feel it. Feels so much older. It feels like way before covet, but it actually was right at the start of covid. And i couldn't, i couldn't

Believe it.

Yeah.

Do you know like the live action sort of opening to this game where it's talking about like in their plague is spreading around the city and umbrella and it's like showing everything that's like breaking down within the city. That was a very Dystopian thing to see, i mean obviously when covet was happening the world was not like what is shown in the game there, but it was still like Very strange to see that opening close to home. Yeah, i was like two weeks into the pandemic in this game came out and i played this game as soon as it launched i was like this is a little Strange right now to be playing this one. Uh, anyway, the game director of the original game was kazoo hero at ayoma aoma. I'm sorry for butchering the names. Once again, the remix director was kiohiki sakata, he producer of the original was Shinji, makami and then the producers on the remake were masachika kawada and peter fabiana, the music and the original game was masami UEDA, and Saori maida. And the remake had music from once again, masami UEDA coda coda suzuki. Uh, Taco takayasu, sodioki and asouza kato. The metacritic score for the original game. Was a 91 out of 100. And uh we have multiple ones here, what is this? Second one, is this for the? Thank you version. No. So

I'm looking at the 79 out of 100, was the ps4 version but the xbox one version has an 84 so i didn't normally they're really close. They're one point apart or something like that. They're generally the same. But this one was a 5 point difference and i thought that was at least significant enough to to mention here.

Yeah, maybe

There were issues on the ps4 version like technically that brought it down or

I

Don't know. Maybe there were more Reviews for the ps4

Review, ps4 version has 80

803

Reviews and the xbox one version has 27. So i mean, with most games, the more views they're end up being the more, the scores are coming down, more often than not. So i mean that that tracks

So, i just, i thought i'd mention that here, we don't normally delineate between Port conversions.

It is. It is strange though the pc version has 30 reviews, which is closer to what's on xbox version and that has a 77 overall. So there's a 7 point split between the pc version and the Xbox one version.

I could

Basically i

Could see the pc version having More issues though. Um, Which is strange to say, you would think it would have fewer issues, but Pc ports could be notorious for different things. And again, i'm out of my depth because i didn't really go back and read all these old reviews, but It's interesting to kind of see the spread between the consoles at the launch of the remake. So

Yeah, there was a wide array of opinions on this one. And i think this is most easily seen by kind of our own discussion that will be having today because yeah like you said at the top this is Your favorite resident evil game? I think we've played so far this season. Correct, it absolutely 100%

Is. This is my favorite one. So

Explain this to me. Explain why? Again, i do not hate this game. I think this game is pretty solid actually and i enjoyed playing through it once again and i think it's quite fun. But i would not. Say it's the best or even close to that honestly. So i'm curious why you think this, i

Think it's important to understand the context of when I played this, so As we've established hadn't played a lot of resident evil, maybe played half of seven in vr, played half of two, kind of the year prior in 21. And come 2022. Early in the year. I was i just finished. Ace attorney game on switch the the prequel series, the first game. And pokemon legends RC has without in a week. And i needed something to fill the time. And i couldn't play the next ace attorney game that would have taken 40 hours. It was too much.

I was like,

I just need something short and sitting on my shelf staring at me was resident evil 3. And i remember, Everyone complaining about how the game was so short, i have a buddy here, he's like it's it's too short, it's like six hours. I'm like, that sounds perfect. This is ideal. Perfect timing. And so i booted it up and i'm playing through resident evil 3 and it's a spooky starts out all spooky resume or raccoon city is just collapsing around you in this. This big monster is uh Constantly pursuing you through the city, not in the Mr. X actively walking behind you all the time but just keeps showing up over and over and over to matter how many times you think you kill it and it's just so much fun. It starts out as a scary action game and then it turns into just an action horror game. And i was like, this is it was so short. I was like How easy is this platinum? And i look it up. Like you gotta beat it four times like this. I could do this. I can do this. And so i went on and i got the platinum and like five days, and i just had an absolute blast with the game. I think jill is Phenomenal, as a protagonist and a playable character. I think carlos is just funny. He's just that goofy charming. Funny guy. Who's there? Just enough? Uh, I think the game's beautiful. It's so tight and linear. It's just it was what i needed at the time when i played it and i think that elevated it to a higher status for me. So why

Do you i guess now that we have played all of these games this season

Why

Do you still feel so strongly about it in comparison to the others?

I think this. Doesn't have the fluff. I think this is all meat here at the fat is trimmed. Uh, i don't really feel like There's the resident evil problem of like a one area too far. Maybe the sewers. Just kind of feel like what are we doing underground here? But, you know, the clock tower thing is just a boss fight. Geo waking up in the hospital entirely optional, exploration to go get the magnum essentially and like unlock all the lockers but an optional thing you could just go straight down to the lab. So they really just trim the fat and i, it's fun.

And,

I really enjoy nemesis and i i think i like the actiony side of it not to say the game's not scary. It's certainly is the very first time you play it. But i like the action in this game. And so i'm, i kind of think, i might really like, five and six if there is so action oriented as people have discussed in the past, i'm i actually think i might be in that audience, that capcom is kind of You know, was looking for in the The lay odds early teens you know well five

Is more like an expansion of four logically and then six just is kind of more like Resident evil gears of war. So So there's like different. They're not exactly locked up with this game. This game is much more action. Heavy For sure, there's a dodge mechanic. I feel like you just

You

Do a lot more. You're encouraged to kill more or kill the monsters more. Yeah,

There are.

There's a really great escalation of boss fights with nemesis so that just kind of those build really well. I think so. Yeah, you're encouraged to Like become powerful and jill feels powerful and fully capable. And she's like, carlos, i don't need your help. It's just so much. She's

Running directly into battles with nemesis this whole game and he's like, what are you doing? And she's like, don't worry, i got this,

She's the best.

Hey,

This game is why i played jill in resident evil one. The, you know, since we only did one route each in that Jill. I think is super cool and hearing that she's not in any mainline games app after this, right? She's not, she's not, i don't

Think so, she's in. Revelations, i believe.

I think revelations these her series like she's got those two games but

She i know claire is in the second revelations as well. I believe i've not played those so if i'm saying things out of turn here. You're Screaming at your. Uh, listening device that you're listening to this on sorry. But yeah, i'm pretty sure she's in revelations and i think she might be in revelations, too. But yeah, she's not been in any main line games, really, since spring just back. Well, she was in, i mentioned this to you before we started recording, but she does show up in dlc for five and there's like

A

Dlc chapter involving her and Chris being Stars partners once again, which is cool. And so that was the way that's her. That's her big return. In the mainline games. I think they added that DLC, same thing that they've kind of done here recently with villages, they released like a gold edition of the game and added section where she was playable.

So, she's

Been back in. The mainline series in that manner. But yeah, we've really not seen Jill. Otherwise since, I mean until this remake I guess which is weird because obviously it's a Remake of an older game. But yeah, so tell

As the person who's played Resident Evil far longer than me. What am I, what what is it to you? That doesn't make this game sing Quite like, it does for me.

I think there are a couple things for one. I'm fine with a more action focused Resident Evil. That's fine obviously that works well with you know, four and five. Six takes it too far but like four and five are good. So it's nothing about the action, focus nature of it. It's the more that this game is trying to be It has its It has one foot more in the action side of things in one foot and the like puzzle. Pseudo like more classic Resident Evil. This is kind of like The bridge between them and I don't feel like it excels, it either really like it doesn't excel at action in the same way that I think four and beyond did, but it doesn't really that puzzles in this. I find very An interesting and not great, especially in comparison to two. It is far more linear than two as well. Like the best part of the this game. I think is that first area you get into that little section of Raccoon City, the town where there's the different shops and stuff like that, like that's the best area of the game because there's different ways to get around and Nemesis is shown up out of nowhere, like that's the best area of the game and then everything after

That is

Incredibly linear. And it just and it that's fine. Like, things are okay to be like linear but I think Within the context of what Resident Evil is, it's almost a little bit better, especially within these older games to have a little bit more like exploration to it, especially when that it's going hand in hand with the puzzles. And you're trying to figure out how to advance and how to get through these areas. And I think that would work to great effect. And this is, this is the disappointing part of this game to me, is I love Nemesis Nemesis is great. Like Nemesis is obviously the Thing in this game. And Nemesis is outshined by Mr. X one game prior like I think Mr. X does the things that people think of with Nemesis to far greater effect Um, Nemesis's cool in this game. I like the boss fights. I think the boss fights are fun. And they're all. They're all quite unique in their own ways, I think. Yeah,

There's a variety with

Like

How they evolve as compared to to Birkin which is the same the same fight every time? Yeah,

Compared to two. I think the boss fights in this game are a lot better so that is one plus that i would give it but nemesis does not. Like in the original game, nemesis could just like show up at an hour. Like the original game was more like the first area of this game that i was mentioning that little town area, where you don't know, where nemesis is going to show up. You're trying to avoid him. He's after you, like, there's just that constant looming threat. And in this game, he shows up quite often, obviously, but they're more scripted, and it's more linear, and you just have to get through this one sequence, where he's after you, Um so the actual process of, you know, moving around this world and trying to solve puzzles and trying to advance and trying to do this that in the other while he's after you like those are the same types of things that resonate evil 2 did so. Well with mr. X and just this constant Dread and fear of like, oh, i know what i have to do. But i i know this guy's also after me at the same time and The instances where resident evil 3 does that? I just think are not enough. I don't, i don't think they capitalize enough on. What nemesis could be in this remake. And so that's one of my that's my Biggest disappointment with it? I think i don't mind. It's smaller nature as well. Like this is not a dual campaign, like a lot of the others. So i think it's expected to be a little shorter and that's always been fine with me so yeah, i don't know. I again i don't hate this game and in fact i think this is still a very good remake. Um, i just think two is more. Like, if i'm going to compare the two most recent remakes in this series, i think two Modernizes? What the classic resident? Evil formula is to great effect and three doesn't do it. As well. Like i feel like this remake could have been better given what the original residential 3 was because i have played the original residential 3 and it's been a very long time since i've played it. But i i think there was more Room for growth with this, or, maybe not growth, maybe just This remake could have been better. I think. I never really get the sense in any one point in this game that you are. In raccoon city and that you're seeing the fall of the city and and things like that. And those are the kinds of things. I think they could have done better. The opening sequence where the town is like really inflamed and you're getting out of the Of her apartment and stuff like that. The game opens. Terrifically, and i think the opening,

Uh,

Cutscene that they show that i mentioned before, there was a little too close to home when this game first came out. I think that they this game sets up really well. In those ways and then it just ends up being you never really end up seeing anybody outside the main cast. It's just a carlos and gel and this town and you're not really Seeing anybody are running across anybody?

I think it's interesting. You know, you're she it could this remake could have been better or could have done more and you're talking about it and i was just thinking about kind of the timeline of this game. In both instances, the original and the remake, Resident evil. 3 nemesis for the ps1 was born out of A desire to make a bunch of spin-offs to kind of carry the transition over from ps1 to ps2, they were working on resin level four at the time. For ps2 until it became a gamecube game. And they needed something to kind of hold the mover. And so they put in a bunch of game, spin-offs into work, one of them being resident, evil nemesis, which was then slapped with a number three on it to sell more, and then Resident Evil code for Veronica as well. Those were kind of in the works at the time and so it was this reuse of assets. To kind of. Speed up production and crank out a game and make money. And then i look at this game. The remake and it came out in 2020. The year, prior was resident evil 2 remake. We're reusing a lot of the same tech and an asset tech we go back to

The fire stations.

Yeah yeah

We're so i'm sure the sewers are the exact same assets just redesigned in a different space. So, We're using that. And what what are we waiting for? What is what is the holdover? Because it was resident evil 7. And then the remake in 2019, Remake three. What comes out in 2021 residential village? Like it was the holdover game to the next major resident evil game. And now we've been in a holding pattern for four remake which is kind of that logical next step. And so Well, i don't want to say like this game will. Cursed feels harsh, but It was a transitional game both times to turn around crank out assets and

Make

Some money. And so that's interesting that it was in the same situation.

Both

Times in its it's life cycle.

Yeah, and that kind of Yeah, i think if this game had more development time where it wasn't on a tighter schedule, they probably could have done a lot more with it that would have made a standout a bit more. Because yeah, i mean, i don't know if you would agree with some of the things i was saying before that, like, As the game that stands is the sort of the, i mean, this is the fall of raccoon city game. This is the game where the city gets nuked and you say goodbye to raccoon city and you don't really ever see the city itself much. I feel like they could have done a better job. Of. I mean one is obviously isolated to the mansion on the outskirts of town two. You're in the police station the whole time and you kind of see the town beginning to fall. Three, i think could have done a better job of having you like spend more time within the streets of the city. I i think the original game does do that a little bit more. Like it makes you feel like you're actually within the city and navigating around this game. Never really does that outside of the very first little Corner of that neighborhood that you're in. Um, and i would have just like to have seen more areas like that fleshed out. This game is just very I think both this and resident evil 2 are very Are much smaller than you would think at first like a like having replayed, both of these games, they're pretty tight in it, and neither of them are quite vast. But with three, i think that Undermines it a bit more especially because it's it's more linear. Like, i think these games when you have the room to breathe, then explore and try to figure out puzzles and stuff like that. Uh, the smaller nature of the environment that you're navigating feel continuing to feel not fresh, but Like, you don't mind revisiting certain areas because you're solving different puzzles and you're remembering where things are at. And i think what the, when with a little bit more of a linear structure to this, it kind of stood out to me, this time around like this game is Pretty small. And there's not a lot here to some degree. Like i'm rethinking of a lot of the different. Areas. And if you want to go through these because i know we have them all listed here, doing the town, the sewer, the police station. The clock tower, the hospital and the lab. Those are all the different areas in the game and none of them are big at all, and they don't need to be these sprawling locations, but again, the that smaller scale tied with the linearity.

I

Think does make it feel a little bit more condensed compared to some of the other games. For sure. I

Looking at the list i have to say as someone who was completely unfamiliar with the series when we go back to the police station as carlos, i remember being excited. I was like, oh we're back like that was a cool moment to me as someone who had no idea that was really going to happen. I think there's some good moments there. You see? Marvin get bit by brad, which is this? This Not right to this world. And, I kind of wish. I know it does it when it makes sense. Timeline wise because you're actually there. Before leon or clear even get to the police station but like i would have loved a little nod to mr. X in some capacity i think would have been really cool. But the liquors show up, which is cool and you kind of just explore that front left half of the The police station and coming so fresh off of two. That felt pretty good.

I've got, well, i was gonna ask since we did come the first time you would have played this, the police station would have been entirely new for you because you hadn't played two. Now that we just played two, and you got so used to play that police station and two different campaigns between Leon and Claire was revisiting it this time a little bit more like, oh, we're back here. It's the police station again. Or did you still like that section? No,

I still like it because just narratively where it fits and being familiar with the environment. And You have to.

We

Have to remember, i played this game four or five times last year. So it was already pretty familiar with just the whole route and flow of the game. So, i just knew i had to go in there and, you know work my way up to the star's office. So that was just it was it was fun to be back there and no i've just familiar familiarity. Kind of helped me there, i know you don't get to explore it all the way. You don't really get to get kids or live in the police station. I do think if we did that, if we had explored the police station, where i feel like that would have felt really cheap. Yes,

Because

It's like we just did this and now we're doing it again with Carlos and that would have broken some continuity for me, but instead, this lends itself to two Actually, one of the Minor issues. I had with two was that world didn't the two campaigns didn't feel interconnected as much as i thought. Yeah.

But

Carlos's time in the police station feels connected to Liam and Claire's time because you see marvin get bit, you see the liquors, put those two zombies. Uh, the two policemen up, you know, in the rafters and

Things like if you see

How it got into the state? It was in before Leon and Claire show up. So that actually made the world feel can alive and connected, which was fun. So they don't overstay. Their welcome in the police station. I'm i'm happy about that.

Yeah, i think like i've been talking about how i think the game's linearity somewhat under sells this game at times, and that's the one area of the game that i wouldn't say that. I do think making the police station pretty on rails, and straightforward is a good choice because if they did let you loose in there, again, it would very much feel like how we're doing this, all over again. And you gotta gonna run around this whole police station again, solving all these different puzzles. And yeah, it just wouldn't have lined up continuity wise and it would have just been a little too. Long in the tooth, honestly. Yeah, they

They really Utilize that reuse that space. Well, Yes, i

Think.



We talked, i talked a little bit about the town at the opening and how i think that's one of the better areas of the game. Would you agree that, that was the best section of the game? Yeah,

Absolutely. I like it because it it's small, which is i'm a fan of the linearity and stuff, but i like in its condensed nature, how it feels. Kind of like, Like a city like dense, you're, you're using alleys and stairways and cutting through buildings to get to other sides of streets and corners. Yeah.

You

Cut through the donut shop, or you go upstairs and there's a fire over here. It just It feels like a packed in city. With it, all melting kind of around. I actually was just kind of running and gunning through the town early on and found myself overrun by like five zombies and died and i was playing fast and loose and i died. I paid the price for it. So then i came back and i was a bit more methodical and you know, i shot the gas can and blew a bunch of zombies up and and took my time a bit more. And you really get to know that space and explore the nooks and crannies. The, i like that. If you go to the train, Subway office before, carlos tells you to, when you get to the power plant. He's like, oh, you're one step ahead. Like, i like that, they know. Where you've gone, what you've done in the characters, reflect that it's a, it's a really great part of the game that feels Feels like classic re but there's some dense pressure there.

Well

That yeah, that's why it's the best person part best person. Best part of the game, for all those reasons you mentioned, plus nemesis, like, because it is so interconnected. And, because there's multiple paths, and because it's the first instance, where nemesis is really. I mean, he's obviously, after you from the very start of the game, like, And we can talk about the openings we should set in a second because it's great.

Um,

But he's yeah, he's after you from the very start again, but this is the first time where you let loose in an open environment and he's trying to stalk you down. And i i think that's all great. And there there's different. The different things that start happening in those moments too. Like, not only you trying to avoid him but then you get about halfway or three fourths away through this area and he's Putting his like, tendrils on the other zombies and making them stronger than normal or

Whatever.

Uh, And like like yeah there's just there's a lot of good. Moments in this area where you walk out of a doorway you see him somewhere or you see something happening? You're like i'm not going this way and then you snake your way back around a different way.

You have to remember the layout in the levels, like there's because there's some verticality here too where you get up the stairs or go up and crawl down the ladder. And it all doubles back and crosses over and they just things in the environment.

Even even if you're trying to get through a direct path, there's things in the environment whether they be explosive barrels or the the electrical generators that you can use to kind of clear path for you in non-violent ways to just stun everything and keep going. And those things continue to appear a little bit more later in the game. Uh but this is this is the part like i want, i just wanted to see what happens here. More over the course of the entire game because we're going to i mean we'll break down the other areas from here but like the sewers sewers are very forgettable. I think like i don't know a lot to say about them but back

Back to the city just super quick. Two questions. Did you take the time to stun nemesis and get the weapon upgrades?

Yeah, yes

I did. Okay

Good. Uh that's one thing i actually do like is if

At

Least the first time you discover it. I remember i still remember that moment from the first time i played like i threw a grenade adam just a Try and do something and he takes a knee and then drops this box. And then i'm running around trying to get him away from the box. So i can pick it up because i didn't realize he was Stunned. The first. Yeah. Now it's one of my favorite things and then second, did you go into the toy store for fun? Just to see Mega Man? Yeah, yes. Okay. I just like the little megaman corner there. It's really cool.

I

Played this game on hardcore so i did play it on a higher difficulty but i made sure to still

Make

Him drop his weapon upgrades for me. Um and i did get all of the different locks in the game and i got all of the Uh, bobble heads as well. So i i did i did a hardcore slash collectible run this time around. I got all the files too.

All right, and and further record, i said that i had platin' bit, which means i had access to a lot of perks and bonuses. Yeah,

I

Did not. I did not use those actually. I did, i did grab the hit pouches i because i just they were there. I was like, i'm gonna

Take

Those. So, i did, i guess make the game a little easier in that sense. I didn't have to do as much item management. But i didn't take like, the recovery coins or the infinite rocket launcher, like i played the game on normal just as a normal Playthrough. I didn't want to, i was tempted toward the end with the gray heads. I was just like

Rocket launcher would make them really easy right now, but the gray heads at the end. Do drove me nuts. Well,

We can talk about them, but I i promise no infinite rocket launcher. No, health bonuses or anything of this.

You could have gone, crazy, fine, rocket launcher, the whole game. But i want to go toward the end, but i, i decided to be

A purist about it, and it was, it was fun. I'm, but i've done, you know, i've done an inferno run in under 90 minutes, so i'm i'm good to go.

Let's, Uh, yeah, let's go back to finish, talking about all the different areas. Again, do you have anything to say about the sewers? I like some of the I like some of the like files you can find in the sewers where the guys like i think don't aren't they talking about like if feeding the gators or He

Talks about how much he loves the little reptile frogs things like he's in love with them. It's funny. The collectible is even labeled a love letter

And

You could just read the way. The scientists talks about these little monsters, it's those things are scary. Um, did you get eaten by one? I did. I got a little too close once and it just swallows you whole. So that's a really cool animation. And

I

Like just I like you have to go into a waterfall of sewage. I think that's like gross and gel comments. She's like i've got to burn these clothes and But the sewers are. A forgettable space. Not a lot happens. It's just a kind of a Y-shaped hallway. So it's it's cool but the story told in the sewers with the collectibles is fun because the sewage workers like discover the monsters and they like hole up and they're like we got to take them out. I saw him meet Jimmy or something.

That's where you

At. You actually find shotgun ammo next to it. So like there's a cool environmental storytelling and

That's where you find the grenade launcher, isn't it? And they're like blow these things away, use the fire, that's their weakness, or whatever. And then i think you find another note from the scientist guy who's like, not Babies with the don't don't fire damage them or whatever like yeah.

And it doesn't say it exactly like that in the grenade launcher, no about how to make the ammunition is from kendo. So like there's just good world building in the sewers, but the environment itself is Totally. It's very

Forgettable. Yeah, even more so than the Re2 sewers, which i thought were also pretty forgettable. Um, after that, you know, we talked about the police station. There's the clock tower section and then the, or some boss fights and stuff like that. Did you have any? I just

The, we'll talk about it in a bus fight portion. I have imagined when we just kind of really hone in on nemesis, but the clock tower is just a cool space. I just like the idea. Of that environment and how they use it, mechanically. But Really the next. Truly playable areas the hospital. Yes,

Carlos For

The most part,

I

Like this.

Part

Of the game, at least the first time you would play through it. Because it shifts back to horror. And, There's some density and interconnectedness where you're going over hallways or you're dropping down through broken windows. You're trying to find keys to unlock doors. So, it's a little bit like that opening city area, but not as sprawling in the sense of different locations, it's all the hospital. I like that. Shift back to horror as your carlos. Gel is infected. We have to get a vaccine. And we don't know how to to move forward.

Well whenever

Hunter's enter the freight too. I think these games get very spooky. I do not like the hunters. The hunters always freak me out. Liquors are obviously another iconic residential. Staple. But the hunters have always given me the creeps for one reason or another and i don't know why they just start giant. From looking things. Yes. I just do not like dealing with those, they hurt you real bad. Um, So yeah, the hospital i think does a good job with its Um, For that little brief section of about 30 minutes where you're navigating around the hospital, it does a pretty good job with the horse elements. Like you mentioned and Uh, i like seeing the one area where there's like, The zombies hold up in certain uh like glass in in case scenes or whatever that you can't get to. And then obviously later when you come back through they bust out and stuff like that. So the hospital is okay and then it just boils down to the big, i'm gonna Put up a barricade and fight a whole bunch of zombies here. That's also fun. That's just a little hard

Wave.

It's not too bad. I think, i think my problem with carlos is the machine gun feels real bad in this game. For the most part, i believe. How do you feel about the, you know, talk about them? Yeah. How do you feel about most of the guns in the game? Because i think the assault rifle does not for it for it being in assault rifle. I don't feel like it, it feels so weak and they don't want to give you something that's too overpowered i guess but I compared to every other weapon in the game, i feel like it is just not great at all.

It's okay. It feels like it. Takes more ammo than it. Should to take something down in an assault

Rifle.

But it's good in a pinch. I i tried to, you know, conserve the ammo when i could because it's just so powerful. Also notice that carlos As at least, What i noticed this time around was carlos is the only one that gets grenades jail. Doesn't get flashbangs or regular grenades as far as i could tell. I'm pretty sure she does. I don't recall using them with her this time around, but she also gets the grenade launcher. Instead of in Carlos, obviously doesn't, i'm pretty sure she gets frag

Grenades. Let's tell you get mr. Nemesis or mr. Nemesis. Oh, wow, combining the two. That's why i

Just didn't find a lot of them with her, i guess. But The assault rifles. Find the pistol is totally It's a standard pistol. I think it's interesting that jail basically gets two pistols but you can't fuse the items from one to the automatic one. Like i feel like that was a missed opportunity. The grenade launcher is great. I like the three different ammo types. It feels explosive fire and acid, those are cool. Um, what else, what other guy

Like that? They have different the the grenade types have different effects on different types of enemies too like they're stronger against certain types. Like we talked about the sewer creatures. It's great to use fire against them if you want to take those out a little bit more easily. The acid grenades will work a little bit more effectively against other enemy types in the game. So like i think that i think the acid ones might work well against the Gray heads if i remember correctly. But

I use the magnum on them,

The

Magnum's a great one hit.

Magnum's great per usual so is the shotgun like the i mean, the resident evil staples. I think i

Do like that. There are upgrades for the guns. You get the shotgun and the pistol. Primarily But some of them increase the size, the item takes up in your inventory, but some just actually just benefit the gun. Period. This is like a shotgun. Ammo thing that lets you reload, faster. But that doesn't take up any space. But then there's, you know, a silencer type thing for the pistol that increases crit hits, but that makes it a bigger weapon. So there was some choice with what you wanted to carry with you and how they would benefit the gun. But not every perk was Necessarily like a sat back in your inventory, so i thought that was a pretty good way to Power up throughout the journey.

I mean we've just been doing a natural progression here through the different areas and stuff like that. I want to move to talk about the story and the characters a bit more. But we will, i mean, Wrap up with the lab and just your general thoughts on. The final section of the game, i I think again, very, very linear like, you are doing some backtracking, you know, going to make the The vaccine there. You have to go back to that room and then Um, so you are doing a little bit more wandering around, but the lab is pretty straightforward. I hate the hate, the gray heads. This feels very action oriented. By this point in the game, you've got all the different weapons so they're throwing More hunters that you and more zombies and more, and all the gray heads. Um, so it's very It's very much narrowing into the end game. It's

Very much kill. Everything mode.

Yes. And it feels you're playing on hardcore. Unless you're playing on hardcore and you're like, please get these gray heads away from me and you just try to dodge them all

Yeah, they're especially in the body bag room, i guess, oh my gosh, metal storytelling throughout the lab. You like learn that's where jail learns. The nemesis name. You kind of get this congesting. Scientist thing about we should use a virus and have a vaccine or we should use parasites and here Here. We're going to mail, you nemesis. Can you tell us what you think of it? Like

Yeah,

It feels really good. And coming off of, you know, this is our Or sixth episode in the season. So five games now, i liked the tyrant hallway. A lot this time. The, you don't fight any of the tyrants, but i liked seeing all of the failed. Tyrants and mr. X. Prototypes that just felt really cool to me this time around. And i'm glad you don't fight them. I feel like it that would have leaned into the problem. I had with resident evil 2 with, there's mr. Xan burke. And like, would have felt weird to throw a new enemy in right at the end. But It's a cool. It's a cool space. And the music. I like the music. There in particular. We'll talk about music a little later. It's a cool, it's a cool environment, but it's certainly not as big as previous labs, which yes,

Honestly,

We've complained about the labs, feeling like tacked on environments at the end and feeling. A bit padded. So i'm not necessarily upset that it's a more linear condensed space. Well,

This, this lab area too, is a bit odd because you've got the lab itself, which then flows into a big Garbage coliseum, sewage waste

Where they dump dispose of the bodies. Yeah, i guess because that's what the whole thing is, is they dump the zombies in there and then melt them with acid?

Yeah. Yeah, that's true. I mean so i guess it makes sense but it's a little bit different in that regard that it's not a It's something it's not a traditional resident, evil lab, i suppose. And it's

Actually really if you think about it, it's actually pretty messed up and pretty scary because it's under the hospital. So, where are they getting all these test subjects, the hospital, they're, they're taking people from up there. Now, whether they've died of natural causes upstairs, or they're killing them. And then experimenting amount and below, but that's kind of messed up that raccoon or that umbrella would Like, use the hospital as a source for Lab rats essentially. Well, i do think there is

One very funny aspect of that and it's just that it's so It's so goofy and makes no sense that that's the case and even jill kind of comments on it when you're heading to the lab, she's like how does no one know this is here and how does no one ever? Connect? These two things. And so it is a little Uh silly that they're in such close proximity to each other and you could just walk down a hallway in the hospital and you're like, oh hey, here's this. Here's this warehouse and there's a connecting connecting hallway to a lab. So Yeah, it's a little peculiar that no one that ever worked at the hospital would be like, okay, what's over here? What's down? This way? And i, i think the game is smart for having gel kind of Call that out in a sort of way. Um yeah.

Because

It doesn't make a whole lot of sense. But yes, the lab is fine. I i let's How do you feel about the It's just talk boss fights. I know we i know we've done a little bit of it and i we've done all the different areas and obviously all the big boss fights in the game are centered around nemesis. Um, Which one i guess stands out to you. The most because there's the one at out in front of the hospital there at the clock tower, where he's running around and he's evolved into a swimming boy animal boy, big dog. Yeah,

There's

The one in the Coliseum. There's the one at the end which is where he's big goop monster. And then there's the one where the flamethrower I again, i think these boss fights are all considerably better than What is seen in re2? They're all different to some degree. They all have different Goals to them, like the Flamethrower fight is just blow up the flamethrower on his back and Uh, keep shooting him the You have to use the mines and the clock tower uh or the section.

Yeah,

The section before the hospital there. Um and then the final fight they, i don't like the final fight because they mix in. Regular old zombies in those annoy me and i like, can i just focus on fighting nemesis here rather than being worried about or something's grabbing me from behind like that? That's the one thing i don't like about that fight is that they didn't have a way to Naturally, make it a little bit more difficult or engaging with nemesis, it himself. So, they're just like, oh well, the just chuck in more random zombies to make this a little bit more complicated. What do you think about all of them

Nemesis's nemesis is nemesis? Progression in evolution. I think is the best. The best part of this, it reminds me a little bit of jack. And residential 7. Where he kind of progressively evolves throughout that game and then surprise shows up toward the mid mid to end point and becomes a big goopy monster man himself. It's great to see. Him get bigger. In more animalistic and primal in his, yes, unrelenting pursuit of stars. So it's just, it's fun on the rooftop with the flame. Thrower that feels Scary in the sense that he Not only is just shown up again. But now he is actively pursuing you with a flamethrower up. A construction site. That's the first time he starts

Wielding weapons. Correct.

Yes, because

She comments on it and goes he can wheel the weapons. So like you understand that this is a more intelligent creature than you've possibly five. But yeah. So that's just really it's awesome quite frankly and then immediately you think he's dead jumps down? He has a rocket launcher, and then is chasing him with a rocket launcher. Like, they've immediately are upping the ante and showing you that nemesis doesn't. Doesn't just lie down. And that's how, that's how a lot of fans. Remember

Him from the original games, just busted into all these areas with the rocket launcher. It's like what? That was going on here. I do

Have to say, I love his design as well in the remake, all he's totally wrapped in body bags at the start. Yeah,

And

Then they just melt away over time the dog chase by the clock tower. That fight. Is cool because it lets you use the mine rocket or grenade launcher ammo, but it feels easy it's an easy fight but yeah just transformed it's it's a good set piece. That's a bit easy. It's also a good spot to restock. If you collect everything in that little circle before you. Yes, move on to the cutscene The colosseum fight is cool that Carlos comes in and we do all this and you really think it's dead by the end of the fight too. Which feels good and makes the final fight. Payoff so great because it just becomes this monster mold thing. And oh my gosh, what a fight. It's the best. It's

Not very fun or engaging the final fight, but it's so satisfying to just see him blow up into a bajillion pieces. Yes,

Because you've been pursued by this thing whole time. It is

Very much just shoot the red blisters on his body and push the batteries into their spots and then blow them up. But the final the final nuking of nemesis is great but it is and he looks crazy. Yeah,

It's one of the best boss evolutions.

Over

Time that I've ever seen in a game and it is satisfying, you feel so good. When you blow, it's brains to smithereens like

Just a mallish. It is very much in line with what all these residential games have always been though, which I love and they know this, but all these characters just always end up blowing up into giant monsters of some sort that. It's like, oh no, I've died on a name, morphine turn into something, even crazy. Um, I mean that's happened. I mean how many games have we played now where that's happened? It happens with Jack in seven. It happens in this game with nemesis it happens

Before.

Happens in four. Yes, with uh, multiple characters kind of happens

To if you get the true ending

But

It has a big gloopy glob and spoilers for five. But

What's

Great this happens to ask her

What?

Yes. Happens. It happens constantly, i mean i think i have village too, which i know we have not played this season but Lady d turns into like a big like flying back creature or something crazy like that, doesn't she?

Yeah.

Yeah,

You get fish fish. Boy. Same thing happens with him. Like it's just it's one. It's so It's, it's almost is like Expected is like persona games. It's always like oh all the persona games are different until you get to the end and you have to fight god. Like that's like kind of like resident evil. I could predict resident evil nine right now and i'm gonna guess that the game ends with you fighting a giant goop monster of some sort. And that's always great. That's what i want. Keep giving it to me. Um, Yeah, nemesis is design. You mentioned like i do like how they Did design him with this game. I i wish he was I wish he was talking a little bit more. I know he does and i know it's it's kind of there, but i i wish they would have gave him more of a Uh, distinct. Personality almost in this game, even if that would have come into cost of it being Incredibly schlocky. Because he is. One of the most iconic characters in the series, and I mean, he's been in like Marvel versus capcom like he

Is,

He's in mvc3. Yeah, and he's got a rocket launcher. He was a DLC character for that gamer. He was in the expanded version of it, i believe. This

Is incredible. I'm looking at this now, what?

Yeah, so he's kind of gone on to become his like There's like a cult fandom behind him and i think they do him justice visually. In this remake but i i do wish he was a little bit more pronounced like Speaking and screaming at you and stuff like that, like, rather than just being like, Uh, frankenstein's monster. I don't know if i'm alone in that opinion and if other people are very fine, i think it would have been just very funny views like screaming at you, as you just chasing me the whole time which he has, he has to some degree. But Um they made it a little bit more pronounced. I think that would have been over the top and funny.

What about

Kind

Of the other. It's not really a boss. Continue. I guess only get to shoot him. Once, but what about nikolai?

This



Is what i was going to ask you about. Yeah, let's talk about the story a bit. Because the story is very much obviously, just Get out of the city but then there's The different characters nickel eyes. One of the most prominent characters other than carlos, i do not like nicolai, and i just think, He's too. Stereotypical like he's not what i want from this series. I guess is it's like, okay, if there was a situation situation like what is being depicted in this game going on in real life, will there be people out there trying to make money off of it and fill their own pockets as a result? Yeah, i guess and so he's like a mercenary in that since but he's I like that all of the other bad guys in resident evil kind of have ties back to umbrella and they're part of this like nebulous. Organization that is trying to undermine the world to some degree. Um, and that's pretty consistent throughout all of the different games. Like even up until village, they're still ties to umbrella. With that game and stuff. I'd say seven is the one where it's a little bit more. Isolated in the villains, a little bit different. To my knowledge, but like, I i like that. I like that all the all these characters have ties back to umbrella and there's just part of this inner woven Conspiracy. Um, And it's just evil monolithic corporation nikolai is obviously working for them and it's trying to do their bidding but he's doing so in the name of just oh i just want money and so it's from that perspective, there's a lot less. Depth. And i don't think there's a ton of depth to any of the characters in the resident evil series. If i'm being totally honest. So he's very one. No and i guess that's fine for what he is but him not having any more. Direct ties to umbrella. Other than just their paying me and that's what i i just want money. It's like okay dude, like I i mean, what are you going to spend your money on if the whole world is in flames though, i guess is My question for some of his character motivations.

Okay, so To me, nikola you're right. One note, just wants money. He's fine. I think he is. That annoying pest the entire game and it feels good to to leave him behind at the end of the game. So i think the payoff is it works. I also love Jill's lying to him, you know, i don't mind a little detective work like that. One of jill's, many great one-liners. Yes.

In

This game.

But,

Where we're at. Now in our place here of the series. I don't think nikolai is all that different from western. Now, i understand mr. Becomes More prominent here. And this is yeah, this is what i told

You

Five. Yes. But

Right now, what was western doing in resident evil one, he was ordered to pick off stars and get combat data. What is nickel i doing Picking like destroying umbrella evidence and raccoon city and getting combat data. So i feel like they're very much in the same vein and so i don't Mind it right now. Yeah,

I'm

More fascinated just by Why? What is this combat data? The creature is dead. Like what if what are we selling here? That your creatures can be beaten. Like, i don't understand my brain is disconnecting on just why? Well,

Even now, even if they're even, if they're even if they're defeated, that would allow them to. Then, in theory, find a ways to improve their creature. Monstrosity's. So that's why there's different variants of the virus that are always running rampant. Like the yeah.

The

T virus is not the only virus, like that's always changing. And it becomes the

And

The later games, what's what's it called for the loss plagas or whatever and like there's always different?

Yeah,

There's always different variants and strains and they're always trying to improve.

Yeah. How

These things are functioning, i

Think nikolai as of right now in the series in our own season is on par with any other Kind of

Mean. Yeah,

Evil baddie. Now We'll see what happens here in our remaining games and and maybe even how they update resident evil 4 remake but we'll we'll have to wait and see how all that pans out, but i don't mind nikolai. Like he's just a bully. Yeah,

He's just he's just like he said, he's a pest. Um, he's a good. The payoff is good at the end. I i do agree with that, but he's he's very forgettable of all the different villains in this series. I think he's

Out there clamoring for nikolai to make a comeback.

Yeah, i think he's very I think he's up there with the villain of her resident evil zero. The main leach boys?

Yeah. It's just kind of like, what is this guy's Like they don't do anything with marcus, and we kind of talked about that. He's got, he's got, he's got more of an arc than nikolai does for sure. But they also just don't do anything with him. So, yeah, nicholas. I don't know. It just He's not what i want from resident evil. Like i said, like, is it makes sense for there to be this character? Who's just, like, i just want money, fill my pockets, but it's like, no, it's like him being so disconnected from everything. And and i've talked a little bit more about how the The whole the the just things keep getting more like wait until you play code veronica and you find out like more of the origins of umbrella and who's behind all this and how it all started and you meet, and you see the twins and western starts to become a larger part of it. And then five, he's a larger part of it. I just Like, The rabbit hole goes much deeper with umbrella. And i think that the games where they Continue to flush those things out. Like, like i mentioned we'll talk about it when we play village but they even do that in village at the end of village. They further flesh out umbrella and kind of Retroactively change things. Going back all the way to the Spin certain mansion encounter and stuff like that and change the way you view those situations. And i like that. So i anytime they put in new villains that Kind of, Reshape the previous games and the way that you view them and even zero tried to do that to some degree by folding in western birkin and i would art say that they didn't do a very well. But they still tried to like, Add additional backstory and involvement from those characters. Nikolai is just he's in this game. He's annoying jill. And then he nuked out of his existence. So

Presumably, we don't get it confirmed kill.

I mean, i think it's pretty safe unless he sprouted wings and flew away maybe he'll show back up. Maybe i'll show back up in nine. Maybe sour, what did you think i about the story? I guess, is a whole. There's, i mean, there's obviously, we're not gonna have a vast discussion about the plot and the specifics of jill, just trying to escape the city because that's all this game is about. Um, but what did you think about? Yeah, i guess just the three line thrust of the game from the i mean this would actually be probably a good good spot to talk about the opening of the game too. Yeah, we have not done and how it kicks off. The

Intro is fantastic. I Love it for tooth reasons. Three reasons, five, i don't know a lot of reasons. The start of the game is in first person and they do this twice the start and kind of a the midpoint when you wake up from the hospital

I

Love the use of first person to convey. A dream state or a nightmare state, really for jill. It also kind of reminds me of the power of the re engine that it can be first person, third person and all this stuff that we've talked about all season long. So that's really cool but then you get to see this wall of red string like pepe silva, just type of like conspiracy stuff. Like what is going on? You learn that stars is essentially been disbanded. By chief irons and and all this stuff. After the mansion incident. So you learn that Jill is basically become this Vigilante detective. Trying to prove. The corrupt stuff going on and i think that's really great even brad like smuggles a note in with a pizza. Like yes it's good, it's really good stuff in scene, jealous apartment, and then you get the call. Like you got to get out of your apartment and Bam nemesis just give kicks through a brick wall and basically just goes it to town and the pursuit begins. It's such a great way to kick off the game. Yeah,

It's fantastic. And all the ways you mentioned. I love that gel is Like her dream state, or whatever you mentioned is a great way to convey her ptsd that she still has from the Spencer mansion incident. Um, it makes this game feel directly connected to that one. I mean it, which obviously, Is but that game hasn't been remade. But despite not, i mean technically has but you know what i mean? Not in this new rea style.

Yeah,

But because of that, they still don't, you know, try to ignore that game or the events of that game and how would jill? Where would she be mentally, following the events of that game. And she's seen herself as a zombie in these dreams and yeah, she's gone. Off the deep end when it comes to trying to figure out. That conspiracy involved with umbrella and what's going on. And she knows she has to get out of the city because things are getting worse and she's got a x-filled day already. Um, and then so yeah you get a good. I think she gets really fleshed out well from the jump in this game and you get a really good quick insight into where she's at as a character. Just based on environmental storytelling for the most part, and reading the various notes around her apartments and stuff like that. And she just kind of let herself go to some degree and she's just obsessed with what has happened in the city and then boom. Yes! As you mentioned nemesis bust in and that whole opening 10 minute sequence with nemesis chasing you down and is so good. It's really, it's really, really fun. It's the best. This game comes out on such a high note, and then I think, that's one of the other problems with it is that it's just never I don't know if there's anything else in this game that reaches that same height other than maybe blowing away nemesis at the very end, but it really set such a high bar in the opening 10 minutes and then it is not able to top it again and I think if they wanted to lean more into the action aspect of resident evil, maybe they could have done more sequences like that. There are some that's not under selling the game at all. I think of the one where she's climbing the tower when nemesis has the Flamethrower. That's a pretty good sequence as well. Um, like there are other good moments in this game, but just none of them are able to do what is done with this opening sequence where he's just busting through walls, left and right. And that's so great. And that's what, that's what I think of when I think of nemesis too, because that's what the original game is so much. Like, it's him just busting in out of nowhere, you know? Like, oh no, I gotta get out of here and run. There's not enough moments like that in this game. And we mentioned some of the others that are scripted, you know, where he comes out of nowhere, and he's got a rocket launcher. Um, but yeah, those moments are not. Too common. And I wish we had more of them, especially with nemesis, because I think that I, I think those instances those on rails instances, like at the start of the game, do great things for both nemesis and jill as characters. Um nemesis just being with his endless pursuit of jill and jill. Showing her savviness and quick, quick wits to get out of these situations and also just not backing down. And being willing to go right at him when she needs to um, so yeah, I wish I wish. There was more of that. But it comes out on a very high note. Did you have anything else to say about? I guess just the three-line story again. We it's very broad. This is the final raccoon city game. By raccoon city her and carlos. I don't know if we've talked too much about their relationship,

I

Like their relationship. I think it's I like that. He is an umbrella employee.

Yeah,

It's about their evil throughout and kind of like he was never against jill. He's always been on his side and level-headed and I like how jill is mad at him in the beginning, like doesn't want to work with him doesn't really trust him but they kind of have each other's back in certain situations and trust is built. I think that naturally progresses over the course of the game. And as

Much better back and forth than I would say like Leon and Claire do, okay. Kind of build rapport quickly because they help each other out if that begin of RA2 but they're they really have no. Relationship of any sort which is why when you get to the end of the game and shares like can you guys be my parents or whatever? It's like, these people don't even know each other though. Yeah,

This, this feels like a really natural built. Relationship over the course of trying to escape the city. You know, it feels Good. And i like, carlos. Like, Carlos never doubts. Jill, never underestimates her. This is always there to help he's in a great support role and jill. Begins to trust him over time. And, It's just a good story and then he saves her and stuff. It's It's a great. Pair there and they cut the fluff of needing two campaigns by just having Carlos playable twice, which i think is the right amount. It's it was a fun surprise initially and then it's it's cool in the hospital to play that portion. Instead of just jill has been given the cure and a cutscene. So It's good. Good team building.

You mentioned it before and we've talked on about it a little bit and we've we've been doing so over the course of this whole episode but i did just want to also say, yeah, jill is one of the best Resident evil characters. She's she's my favorite. She has a much stronger personality than a lot of the other characters. Do you like even Chris? Chris is one of my favorites and he's pretty One note and boring a lot of times. Uh, jill has a much more distinct personality. I think. Um, probably one of the more I think she's maybe the most standout character of the whole Series in a lot of us. Yes, so many great one-liners in this game. My favorite is when he nemesis is on fire. He jumps into the river and she thinks he just drowns and she says, can't even swim. Yes. Like that's a great. That's

A great line. Next time, take the hint as the yes, the brains out is so Good. She her one-liners? Are i think top tier resident evil stuff? I, yeah, i know people would go to resume all four and leon and like those stuff that he says, But i jill is consistent in this game. She just one liner after one liner. And they are delivered. So well it never feels too. Two cheesy. It's just the right level and it's great. She is. Fantastic, and a great performance.

Was there anything else you wanted to talk about with, uh, general? Core pillars of resident evil, uh, like the puzzles or the inventory system. I don't think there's really anything to say about the inventory system. This time, it's very similar to re2

And you kind of, this is the re2 system. Yeah,

So

There's nothing there. The puzzle's Are just light enough. You know you're never. You're never really. Stuck. I don't think it's it's pretty hard to get stuck

And that's just because it is so much more linear. Yeah, we've talked about it, they just don't okay with that. I

I do want to say, i now having played You know, this will be, i guess this is my sixth game that i've played. I kind of wish this game had. Like an extra scenario or a DLC type thing, you know, re2 had like four scenarios, seven has some four. To. I wish even there's a western mode. Now i do get that. There are multiple playthroughs and you get new weapons and you can go faster and faster. That's fun. I love that. But there wasn't like a You know, tofu or hunks scenario? Like i I didn't mind it before when i played last year because i didn't know about these things really. But i wish. This game, kind of had a little a little bit more fluff. In the extra content realm. Yeah, there's not

Even any DLC for this game either. Is there? I mean, there is there a very few costumes? There's like two, you can

Buy and, um,

It's

Just it just feels light on like that extra supplemental. Resident evil material. We

Are supposed to play resident. Evil resistance. Come on. This is true. You just got to play. You get, just got to play the bonus multiplayer game. That was Horrible. Had you have you ever tried it? I don't curiosity. No.

I've never

I think i dabbled with it when it first came out and it's not

It's asymmetrical. Multiplayer, right?

Something like that. Yeah, one person is like, uh, Mastermind and is trying to unleash different umbrella creatures to stop these And survivors who are trying to escape. So, Yeah,

It's not great. I pulled it up. The only costumes you can buy there is the pre-order bonus was jill in her stars uniform. That's i think that's really given out. But the only costumes you can buy are the classic pack which are designed after the re3 original. Outfits where carlos is a white man. It looks like with blonde hair and and Jill is in like her tube top and a sweater around her or waste and some some shorts. So But resident evil 2, had like a A, you know, rick grime style outfit for leon and yes, i forget honestly, what Claire could get. So just if it feels like they're just wasn't all this extra. Well, the Elsa walker and Even resident evil zero has more cautioning packs where they put rebecca and Billy in a bunch of like silly things. So like kind of wish There was more.

You're in agreement with people then who say that. They think this game is light on content. Like i know that you like the throughline campaign quite a bit but there is not as much to this one as other resident, you think games for sure. Yeah,

I just feels like that a missed opportunity to throw more costumes in and maybe like an extra scenario, you know maybe Maybe more on the hunk side of things. I know that scenario is there. Maybe you get more like a hunk mission again or something, but

He just got to play operation. Raccoon city. If you're dying for more hunk come on. I

Mean, we could, it's not too late. We're only mid season,

Okay, but that's a scary prospect. Let's talk music. Um, again i don't know how much you have to say

Save room, baby.

This time around. Yeah, this time. The music in this one really did stand out to me as much as many of the others which i know i've said before. Um, But yeah, it's i i cannot remember anything distinct from this game and i know you said that you can though. So i well,

The one in particular i really wrote down besides to save room was the nest lab theme. I like that kind of antsy piano. That's Pushing forward. It's like we know we're at the end of the game. That feels really good. Yeah. That's the pursuit themes and stuff like that. Like it there's good energy i think when there needs to be

Yeah,

I'm like we talked about the opening of the game like like yes.

It's

It, it matches the pace. Well, i'm There aren't as many standout tracks, i think, as in resident evil 2, You know that we've talked about, but i like Um, you know, i like a few of the songs here in particular, the nest lab theme.

Max. Let's uh, Wrap up. And as we always do and talk about this game's legacy because i do think it is an interesting one. And i think you hit the nail on the head earlier when you were talking about how this game was made both and it's original and remake instances where it was Kind of a supplemental game to resident evil 2 in both instances. So this game has never been Think, within the Eight mainline entries of the resident evil series. This is not one that people point to a lot as being one of the best or most memorable. You might be on an island there by yourself in that regard. Um but i think that's just yeah, for a lot of the reasons we mentioned this game is more linear. It was not really meant to be a main line entry the first time around and then it kind of did become one. And then with the remake here it feels more like A very good expansion or dlc of resident evil 2. Like a lot of reused assets, a lot of reuse. Uh, structure and things like that. And obviously this this game is still good. I i do not think this game is bad. I've heard some people say the games like straight up bad and i don't understand that. Like i had a very good time. I had very good time playing this but it is It just doesn't, it feels like a supplemental, resident, evil game for certain And i don't know if you. Have any differences of opinion because of your own personal feelings on the game.

I'm certainly way more positive on this game. So i think i look at it as this lens of A smart reuse of assets to make like a sequel game. I love majora's mask, which would have definitely been a thing. You know, around that time. With ocarina of time and majora's mass. Those were Announced not far apart and now we've got resin evil 2 and then turning into three.

Well, this used to be way more common in game development. Like i'd say up until the past eight to ten years of triple-a development. I feel like even going back to like the 360 and ps3 jet. There was a lot more of this stuff where it's like, one game comes out. And then the next game, it's like, okay, let's just reuse a lot of the assets we did and we'll push out, you know, we'll push out uncharted three in two years

Rather than right. And but look at today as well. I think at least primarily with playstation, you've got uncharted last legacy or miles morales. Heck we've joked about god of war, you know, a trace goes to college like the idea of reusing assets to make these smaller They're bigger than what would use to have been standalone dlc. Now they're just more small spin-off, games standalone, 40, 50 dollar games instead of the full price. And i think resident evil three. Fits in that realm and today you know it's 20 bucks or whatever like the price is so easy to swallow i don't know if this was a full 60 dollar game when it came. I

Was yeah. Okay

So i could see the the contention there

Because

Of, you know, it is, it's it took me less than four hours to beat it this time around. But my total game, clock is like 24 hours. So, i've spent so much time in this game and i love it so much. I think that most important thing in it's it's legacy. Overall is It's not afraid to be. A video game. It hands it up. You can unlock infinite ammo and perks, and power-ups, and it encourages you to do multiple runs, which was a part of the original design back in 99. Yes, here's how you get all these secrets and unlock all these things.

It's

Just not afraid to be a game and take itself too seriously and encourage fun. Challenges and mechanics and design. And i i think that's super refreshing. In a world of 30 40. 100 hour. Open world games. This is a weekend game. It reminds me of the order 1886. I rented that and beat it in one night and it was That game's fun and beautiful. And this game is fun and beautiful. It's refreshing. It's snappy. It's engaging in that way. I think this is it's like a breath of fresh air. To a degree and i especially in. Other games in the industry. Not Isolated to just resin and evil. And so i think that's really the legacy for me on this game. Is it just is fun.

Yeah, i i do wish in a general sense, that more games like this did exist. Yeah because i i do like these games where there are quick turnarounds like it was very cool to have re2, come out the remake and then have this. 12 to 14 months later, or something like that. That was awesome. I remember how thrilled I was as a residential fan. I was like, oh my gosh, we're eating good right now. Still are. And we still are exactly. Um, So like i i love that. When when smaller games like this, do you roll out? I guess within the larger context of the series though, this is definitely one where there is less meat on the bone. For sure. There is not, you know, even going back to the older games. There's not two campaigns. Um, the four five and six are all much longer seven and eight are doing different things as well. Like, this is the main line entry in the series, that is probably The briefest.

And,

It does. Yeah, and that's fine. And it doesn't have to be this sprawling. 15 hour thing or have multiple playthrough multiple routes with different characters and things like that. This game is good for what it is. Absolutely. Yeah

But

I also understand why it's not considered Like top tier within this this series if that makes any sense. I can i can see it, but

Everyone who thinks that is wrong. This game isn't the best.

I am curious. If that all continue holding true for you, it may be. It may not be as much meat on the bone,

But there is zero fat. There's zero fat in this game. Is lean. It's ripped. This game is largely

Agreed. It how largely agree to that, because even the sections that i do, not care for, like we said, the sewers and stuff like that. They don't overstay, their welcome, really. So, you're in and out pretty pretty fast. So that's good. Great game.

The one last thing i want to bring up before we do move on is that we've we're kind of done with this era of Old resident evil here for you and we've got code veronica coming up. We'll be our next episode. I believe correct. It

Is code veronica's episode 7 and then that'll be our final episode. I am very much interested in seeing how you take to that game. Um,

And not only that but try it after you play code veronica. I'm wondering if y'all A feel strongly like most people do in the fandom. Now that that game needs a remake desperately. Well,

We've talked we talked about it briefly that seems like the logical. Next step before a five or six. So i'm hope and it kind of



In this game kind of teases that if the end Uh, with her stickiness. So her picking up the vial. That's a code Veronica thing.

It just kind of it kind of hints that this is not over yet and that umbrella still out there and she's still doing work. And Like it doesn't hit directly at code veronica, i suppose. But It would be a logical. It's a good stinger i guess for. What would be next, which would be code veronica? Because i know in the main line order, obviously four is next The code veronica is one of the most important games in the whole series when it comes to like Overarching storyline stuff. Okay, so Yeah. That that game. I'm interested in hearing you, your thoughts on that game. Especially because i think we talked about this in our previous episode, that will be technically. The oldest game in this series, you will have played because there isn't a remake or a remaster For that one like there is with r e1 and then re zero obviously came out after cover rock and stuff like that. So that will be the oldest entry that you've played. I will be playing a playstation 2 slash Dreamcast game here. So Very good. I'm excited to play it.

And i'm looking forward to our episode, which will be our next one. But for now, i think that wraps it up on resident evil 3. Thank you so much for listening. If you like you can follow the show @ChapterSelect you go chaptersselect.com and see all of our other seasons things like god of war. The last of us tv shows going on right now, you know, so you can check out all of that. If you'd like to follow logan on twitter, you can @MooreMan12 and his writing over at [comicbook.com](http://comicbook.com) if you like, you can follow me on twitter @MaxRoberts143 and my writing over at [maxfrequency.net](http://maxfrequency.net). And until next time, adios Or should i have said? Goodbye? Rc Yeah, goodbye. Raccoon narcy.

Chapter select is a max frequency production. This episode was researched produced in edited by me. Max roberts. Season 5 is hosted by Logan Moore and myself. Season 5 is all about resident evil for more on the season. Go to [chaptersselect.com/season5](http://chaptersselect.com/season5). Follow the show at chapter select and check out. Previous seasons at [chaptersselect.com](http://chaptersselect.com).