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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 resin evil franchise. My name is max roberts and I'm joined as always by Logan Moore. Hi Logan

It's time to start the co-op games

Huzzah

Co-op together working together

Fine, I'm working together. I mean technically

The first co-op game was zero. I thought I knew you were gonna say that but it was co-op with your self. So self co-op

Uh, I would love to see zero with actual two-player co-op. That would be kind of cool

Yeah, I think they toyed around with multiplayer elements in the series before this

Before re5, but this had this one's like shooters. Yeah

Well, there was like outbreak and stuff like that, which I know had online elements stuff like that

But I don't know a lot about those spin-offs. This is definitely

I mean they definitely got co-op heavy with Resident Evil here between this and then obviously this game is is co-op

Yeah, this game is meant to be played in co-op. Can you imagine playing this game single-player?

No, I can't and thing we're just kind of diving right into the discussion of the game now, but

Yeah, this game is kind of has to be played with co-op six would have yet even worse I think without co-op

So well, but then you had operation raccoon city, which was the same thing except that one was bad

So but the box is cool on that one. It must be a good game. The box does look cool

You got umbrella agents running around Raccoon City. How is this game bad? It can't be bad how they screwed it up

Oh, well, I've never played that one. I'm kind of like

Fascinated to I remember I was like excited for that one and then all the reviews came out and everybody's like this game's a bore

It don't play I was like, okay

Duly noted duly noted, but you know what now you probably go pick it up for 10 bucks

Fulfill your lifelong dream. Maybe I'm running by I'm gonna run by a retro game shop after we're done with this

podcast actually so

Have fun shopping gonna spend my tax return riches all

\$75 of it maybe

So my goodness gracious

Resident Evil 5 we're nearing the end of the season max. We've only got a couple episodes left, but these are definitely some of the

We're doing five and six back-to-back here. So this will be interesting to do each of these games because obviously this is where

The series started to go downhill in some capacity before it was

Rebooted, you know what? I just want to say it. I want to say it now. I want to preserve it for the record

I am excited to play Resident Evil 6. Okay?

because a

I've never seen this game at all.

I understand what it is conceptually.

It's a co-op game with like four campaigns or something.

I probably saw a trailer when it was being promoted

back in the late, or the early 2010s,

'cause the game came out in 2012, I wanna say,

so I've probably seen trailers of it,

but at that point, I had no knowledge of Resident Evil,

so I probably wasn't paying attention.

But coming out of playing, you know, nine games now,

this is episode nine,

I'm jazzed man, let's go. This is gonna be fun. Now, is it as bad as everyone says? I don't know,

I'm gonna find out. But right now, I'm excited to play 6. I'm excited to play it in the sense that

I think it, I played nearly half of it with our friend Michael Ruiz and the best part about it

was that we were simply playing the game together. And it's fun to just play games together with your

friends sometimes. I would say our experience here with RE5 was definitely amplified by the fact that

we played it together, which I actually want to talk about once we get into talking about the

game as a whole a little bit more here. And so I think in that sense, like us going through RE6

together, having it be kind of the final game of the season, obviously we're doing an episode about

remake, but remake is kind of, RE4 remake is kind of different. We've already played RE4, obviously,

So yeah, I think experience this game experiencing this game together in full together as kind of one of our final episodes of the season

Will be fun. Mm-hmm

But that being said I do remember when I played it with Mike and at first when we started playing I was like this

Games not bad at all. What's everybody talking about? And then I got like halfway into our second campaign

We were doing and like it just hit me. I was like, oh man, this is not this is not good

This is not a fun game. So hopefully you can keep up that excitement and

and optimism and positivity throughout the whole game, but that 8-10 hours in when I

was playing it, it definitely hit me that, oh, maybe this game is not that good at all.

But I don't know.

We'll see.

We'll see.

Next episode.

Next episode, yeah.

Let's talk about RE5 today.

But before we do, let's do the rundown and get all the basic information of this one out of the way up front.

Of course, developed and published by Capcom.

It released in March of 2009, March 5, 2009 originally when it came to PlayStation 3, Xbox 360, and it's also come to PC, PS4, Xbox One, and Nintendo Switch since that time.

The game director on RE5 was Yasuhiro Anpo, who you noted was also the remake director of the remakes of Resident Evil 2 and 3, and it was co-directed by Kenichi Ueda.

The producers on this one were Jun Takeuchi and Masachika Kawata, and you also noted that they produced the recent remakes in addition to Resident Evil Village and some of the more modern Resident Evil titles that have come out.

And then the music on this one was done by Koda Suzuki.

The Metacritic...so we have a bunch of different Metacritic scores here.

The Metacritic score overall was an 84 out of 100, which is a little higher than I feel like I remember.

That's in line with Resident Evil Village.

Yeah, that's interesting.

I don't think this game is bad.

I don't think it needs to be in the low to mid-70s.

But I do remember most of the publications that I think I was reading back in the day didn't give this one as high of marks.

We also have the Metacritic scores here for the DLC, both of which we played.

Lost in Nightmare scored an 81 out of 100, which I am surprised it's that low, to be honest.

I think it's pretty...

You and I thoroughly enjoyed that, which we'll talk about.

And then Desperate Escape was a 73 out of 100, which I understand a little bit more.

That one makes more sense.

The Lost in Nightmares I'm a bit conflicted on.

I think I had more fun than an 81, but content-wise, 81s might even be a little high.

So that's an interesting dichotomy there, but we can sink our teeth into that.

I'm looking through some of the reviews and I noted that some of the publications I was reading back in the day gave RE5 lower scores and that's actually not true based on what I'm looking at.

I remember X-Play gave it a pretty moderate score for sure.

But PlayStation Official Magazine, which I definitely read, gave it a 10 out of 10.

Game Informer gave it a 9.5 out of 10, which I was also definitely reading at that point.

I was not much into, even IGN gave it a 9 out of 10.

Back in the day I was very much into Game Informer, Playstation Magazine, Xbox Magazine, I don't know, I think Game Pro maybe still existed at this point, and Electronic Gaming Monthly, EGM, and then X-Play.

Those were the roots of how I got into doing what I'm doing now.

Giant Mom also gave it a 10, or a 5 out of 5 probably on their scale.

So it is a little bit more interesting because I feel like this is kind of what I said before and we'll get into start talking about the larger game as a whole here I feel like this is the game that people point to is like the downfall of Resident Evil before they then had to reboot it following six like what six was and why people hated it a lot of that begins here clearly you know with co-op even heavier emphasis on action compared to four for sure mm-hmm and a lot of those things really bounced off people that much harder because really what is seen here in 5 is just expanded on and blown up to a larger scale in 6 and everybody hates 6.

But there's a lot of common DNA between that game and this one.

And I think this is the natural progression from 4 as well, given not only what Resident Evil was doing but also the game development scene at the time.

Everything in multiplayer and co-op in the PS3 and 360 era.

Co-op was a huge, huge thing at the time.

Because this was, this released, I mean I think this released, so this was 2009, I think Left 4 Dead was '08, if I remember correctly.

Not saying like Left 4 Dead caused all of this, but like when I think of co-op games from that era I think of, you know, Left 4 Dead, the Halo games were big because you could play them in co-op, same with Gears, like couch co-op was a huge thing at this point in time, or even online co-op was really starting to become very prevalent.

And so this game, yeah, it was a natural expansion on what 4 was, and then they added the new

hotness at the time, which was co-op multiplayer.

And so it just made sense.

I found X-Play's review.

They gave it 3 out of 5.

That's what I thought.

Yep.

I remember that.

And then they had like a, because I remember that huge discussion that they had.

It's weird that I can distinctly remember like that episode.

I've shared my Resident Evil story a lot of times on this. This was the game that got you

Yeah, right

Yes

Seeing the previews for this game is what made me go by every other game and play through them all cuz like this game looks so

Awesome. Oh, man. I want to play this

This looks like the coolest game ever and X play was all the previews were hyping it up like this game is gonna be awesome

Resident Evil 4 was already one of the best games ever

This looks like it's gonna do be in line with that

Like this was like the one of the most hyped games of that time period and I was like

I gotta play all these Resident Evil games

So I went played them all and then when I remember when the X play episode dropped for like three out of five

I was like, I really just play all these games in the lead up to a mediocre game

Like what was going through my head? And so then I then I kind of realized though

Like it was more about the journey than the destination as I got to in there

I was like, "Okay, I've enjoyed all of these games individually though."

So it wasn't like I was powering through just to play five.

But yeah, I don't know.

So what's your own thoughts on this one?

Because this is a very different one compared to a lot of ours.

And I do want to say this up front before we go any further.

You and I have played this entire game together.

All the DLC, the main story, everything.

But I think we did a...

Just to bring our listeners in.

I think we did a really good job of not talking much about what we actually think about this game.

Yeah, we talked about the game while we were playing.

Like there were some moments like obviously where we were like, "This is awesome!"

Like during like Chris and Wesker throwing hands at each other or something like that.

Or Wesker catching a RPG in his hands and just holding it there.

Or chucking jet missiles at Sheva and Chris.

But we have not like talked ad nauseam about like, "What do we think about this game? What are our thoughts?"

So like we really, we played the whole game together.

- I'm intentionally being quiet.

- Yeah, I don't really know what you're thinking,
so I'd love to hear your thoughts on this one.

- This, it's so different.

This whole season we've been isolated
to a degree in our play, right?

Like we don't talk about the games beforehand.

We just, and then to be thrust into this co-op world
was interesting, 'cause it's not,
I'm used to playing in the dark, headphones,
getting in the spooky mood.

It's not spooky, this game's not really a spooky time.

- It's spooky in the sense that when you see a big enemy
in the environment and you're running out of ammo,
you're like, I don't know what to do, oh my gosh.

Like it's stressful, scary.

- It's stressful but not spooky.

And then we're just shooting the breeze the whole time too
and running around and you've got your collectible guide
so we're picking up, we're shooting things.

Can we snipe that?

You know, you've got the shotgun,
I've got the machine gun.

So there's this whole balance of teamwork balance
that I personally haven't really had

since my big hundreds of hours poured into Destiny 1
in the early days of Destiny 2.

I really haven't played a lot of co-op since,
so this was actually kind of a refreshing experience
for myself.

But it's not, I think this is a question we'll have to answer eventually, but it doesn't feel
super Resident Evil-y, but it makes me wonder what is Resident Evil?

This game asks that question and it answers it in some interesting ways.

And I think it actually brings a lot of really cool stuff to the franchise
that even Thor doesn't bring.

'Cause Thor is a spinoff of sorts.

Leon is by himself.

There's no real mention of Spencer Mansion
or Umbrella or Wesker.

I guess Ada's the touch point.

- Raccoon City isn't touching a lot.

- But this is Chris, this is Wesker.

I get it, Wesker.

Coming off of Code Veronica,

we are here, we are in the thick of it, right?

and this is, this game has so much lore in it.

Literally the loading screen is just lore dump
after lore dump.

There's like 40 something pages of the history of--

- I told you after we beat the game last night,

I was like, oh, Max, don't install it

from your PlayStation 5 yet.

There's a 30 page document detailing the entire history of Albert Wesker you can read.

- It's so, this feels like the big culmination up to that point of--

- Yeah. - "Resident Evil" and I think that's super cool.

So this is, and that's what I wanted to say is, and this is why to some degree I've never played Six, is 'cause in a lot of ways this is, this wraps everything up.

This wraps up the through lines that have started from OG Resident Evil 1 through this game.

And Six obviously introduces more things and ties in some things and Halbert Wesker's son is in that game, which I have told you about.

Which I don't, again, I don't know a lot about Six 'cause I have not played all of it.

and what I do play I don't remember a lot of it.

But yeah, this is really, this ties up again, direct sequel to Code Veronica in a lot of ways.

And Wesker has been the primary baddie that has just kind of continued to linger since the original game.

And he's had his hands in zero retroactively when they released that.

I don't think, I mean he's not in two or three really, but then four he's at the end,

and then Code Veronica he's obviously a huge part.

So this game finally kind of closes out this chapter of Wesker being the primary antagonist who's kind of running everything in the background.

So this does feel like a natural end point, which I think is why 6 is odd too and why people didn't really click with it as much because it just, there's not a lot left for them to do after this, outside of what they ended up doing later, which is reboot it, introduce new characters, introduce new forms of the viruses and stuff like that that have been plaguing the world. New B.O.W.s, if you will. New woes. So yeah, I think yeah it's it's a it's an interesting game in that manner to know that now we have like more left to play and I'm curious like where your mind is at moving forward like if you do feel like this should have just been not the end of the whole series obviously but like it does it feel weird that there's whole nother game after this with how this one ends sort of? Not necessarily because, you know, they just kept making games before and after. Yeah, yeah, yeah. Like four just went in a

different direction so six just feels like, of course there's umbrella still up to no good, whether that's Wesker involved or not. So no, it feels normal and actually it feels six, the idea of six sounds really cool with just everyone kind of being together in one game to a certain sort of. So I'm excited about this. So this doesn't feel like the end, but it does feel like a celebration of Resident Evil up to this point. And really the first true HD era game as well for the series, which was cool. And I've got to think of other games around that time that were also celebrating moving to HD and decades of...

This game tries to be a lot more cinematic in the process of being HD now.

There's a lot of, quite frankly, just more Metal Gear influence in this game, which I thought it couldn't get any more so from previous games, but a lot of Metal Gear, very, in a good way.

The ties between this and like MGS4, like as we were replaying this, I was like, man,

this feels very intrinsically Guns of the Patriots.

And I can't remember when Metal Gear Solid 4 released.

I want to say '07.

2008, so the year before.

So this can't--

>> But obviously there were previews and trailers up to--

>> Yeah, I mean, I don't think they were copying off of one another, but that was very much the style at the time, and I think HD allowed them to get more creative with the camera shots and things like that.

The technology was obviously improving.

We were getting out of that sort of early 3D era.

So I feel like people were--I mean, games have always looked at film as a sort of inspiration.

I mean, Kojima himself does that probably more than anybody else.

So I think it's natural for all of us.

If you go back and play a lot of games from this era, you'll see a lot of commonality with how they're approaching cinematics and things like that.

But yeah, I wanted to...

So you brought up the point of this game makes you wonder what Resident Evil is.

And I think this is absolutely...

Like I said before, this is absolutely the game where I think fans started asking that too.

and those questions only grew louder with Six because Six is so far gone from what the roots of the series are. I mean, we've played so many games in this season and all of them...

like, I'm trying to think of the common topics we've talked about over the course of this season.

Like, what do you think about the scare factor of this game? And there's no real conversations to be

had about that with this one. And so they really did start to kind of abandon those iconic elements

of Resident Evil. Like there's no single central hub or location in this game really like there is in the previous titles. A lot of that's because this game is much more level based

which was done I assume from a co-op standpoint so that you could play through select missions

with your friends in co-op and things like that. But there's no Spencer Mansion or the Police Station or the Ashfords is little, I don't know, there's more diversity of locations in Code Veronica, but there are still some certain locales that I think of where the military base or the Ashford mansion or whatever.

So like, there's nothing really like that in this game.

And it does start to shed a lot of the elements of the series that we've seen up until this point.

I mean the only touchstones I feel like are really Chris and Wesker.

That's about it to some degree.

I don't know how you feel though.

I feel like the central conflict of, I told you RE5 before was like the Chris versus Wesker game and now that we've replayed that I don't know if that's fully true because I don't really go at each other until like the final two chapters of the game.

Chapters 5 and chapters 6 or whatever, Act 5, Act 6.

He doesn't really become super prevalent until that point.

But yeah, I don't know.

We're kind of all over the place talking about this.

To me, there's actually a lot.

It's just adapting it to a co-op, an action focus instead of more environmental design and slower play.

This is much faster picking up the pace.

I think of things like inventory management.

This is that three by three grid.

While there are no boxes in the world,
there is real time inventory management
and being able to give between the two players,
that's definitely zero.

It's just you're controlling both people at the same time.

But that mechanic is still there.

This takes the Resident Evil 4 chapter structure,
which at the time was cool,
and then they bring that over here,
which I think makes a ton more sense in a co-op game
where you can parse it up,
and if you're playing with a friend,
there's set times to just chunk around
and natural stopping points.

This is the first over-the-shoulder,
real-time shooting, third-person shooting
without tank controls.

Goodbye, RE4 tank.

- Still can't move while you're aiming, though.

Gotta wait till six to do that.

(laughs)

- But it's still that real-time kind of no tank controls.

So it's that natural step forward into this new tech era.

So there's touchpoints, there's the lore,
there's still a lot that some of the documents in the world are extensive.

Yes. Maybe too extensive for co-op play but building up a lot of the story
through supplemental material, the monster design, you know, and I think you

talked about it earlier the stress of running around these combat areas these arenas in real time with a friend trying not to die while managing ammo. And and trying to like stay in proximity to one another too.

I know that's one thing you and I had to focus on a lot.

Like I was like, "Max, get over here.

"We gotta stay together, we gotta stay together.

"If one of us dies, we need to be able

"to get the other back alive."

'Cause we would lose sometimes just--

- And that ups the stress?

- Yeah.

- So I think there is a lot, it's just interpreted

in a more action and multiplayer way instead of a,

"I don't wanna go through this door,

"but I have to go through this door."

Or, "Oh my gosh, here's a bunch of,

the frog raptor looking monsters, the reapers or whatever they're called and you know,

"Oh, how do I deal with them?" or "I got the shotgun." It's just reinterpreted into a different

kind of game language, but it still feels Resident Evil-y. I like it.

Yeah, it's got some touchstones. It's not completely abandoned, some of the earlier anchor points of the series completely,

But it does feel like it's getting far gone from them, which again, we'll see more of that with 6.

It's almost hard to talk about 5 without talking about 6 in turn just because they are kind of...

4, 5, and 6 are all obviously pretty closely linked to the hip because they're natural expansions of one another sort of in the same way that 7 and Village are.

But anyway, before we go to talk about other elements, I did just kind of want to close

things off when it comes to this game as a co-op experience.

I just want to say, I think this is a really good co-op experience still to this day.

It's been almost 15 years.

I had a really good time playing through this one with you.

I think this game promotes teamwork quite well.

I think that we each had quite a bit of fun choosing the weapons we wanted to use and the upgrade systems and stuff are there.

There are definitely some moments and set pieces in this game that are a little frustrating.

There are some co-op puzzles and some boss design that is not clear.

Or just bad.

Just straight up bad.

Yes, there are some of the boss fights that are not great.

And obviously if we were to replay it we would know those things and zip through it real fast.

But I think about even last night when we did the one level where you gotta burn the monster in the oven or the fire chamber or whatever.

Like even just simple stuff like that I think is pretty intuitive and like the first time we did it together you're like, "What do we gotta do?"

Oh my gosh!"

I'm like, "I think we gotta put it in the oven!"

Just like trying to figure those things out.

I think it's fun in that regard and there is a stress to it like we were saying.

Like it's not necessarily frightening but it's trying to...

That's why I do like some of the puzzle elements with the bosses.

I think those are good in the sense of like they're trying to prompt teamwork through

Defeating the boss which I think is a really good idea

It's just not clear enough what you are supposed to do

Like one person and the one of the final Wesker fights one person shoots him with an RPG the other one

The other one shoots the rocket like stuff like that is like, okay

That's kind of cool actually that you have to kind of balance what you're doing and make sure you're on the same page in these

Boss fights that way you can't just have one person be like look out

I'll carry in this fight and the other person just runs around in circles and does nothing

So in that sense, I think it is a very good

Co-op experience and we don't see games like this

Very much anymore really not I mean, I guess Joseph Morris's studio is kind of really the only one these days doing

Dedicated couch co-op or online split-screen co-op

Yeah

Like you and I tried to play Gotham Knights together and we like could even do it for like the first

Hour of the game or like alright. Well, we'll do co-op next time we boot it up and we haven't booted it up since

Maybe we will this summer actually. I've been wanting to bring that up to you

possible

But yeah, there's just not a lot of co-op experiences designed from the ground up in the game in the way that this one was

And it's very it's pretty simple in its execution. It is just kind of in a lot of ways. It just does feel like

What if we did Resident Evil 4 but with two people? Mm-hmm, but man a lot of those elements we were talking about

You know sharing ammo or swapping. Oh you have a red herb. I have a green herb. You have an empty space here

I'll give you this so you can create a

create a

Spray thing

Yeah, you toss it you toss herbs in a little bottle and they become a spray I guess anyway

Yeah, I think as a co-op experience this one still holds up quite well

15 years later. Yeah, it's actually I

Think it's a testament to the game design

of being

It's solid it hasn't I I'm curious how other co-op games of the time would feel like

Even Uncharted had a co-op mode

To a degree of some like little story stuff Dead Space 3 infamously co-op game the Gears games

I think years I think those probably hold up better left for dead left for dead probably holds up somewhat

Well, because I think it's still got an audience on steam steam to this

Yeah, but this is for a first kind of major co-op outing for Resident Evil. It holds up incredibly well, and I'm

Impressed with it and I enjoyed that aspect for the most part. There's some stuff that did not H

well like instant kill puzzles or yes unclear boss design language this yeah

frustrating that would have been a frustrating single-player or co-op the

lack of hints with some of those is what's a little crazy that there's no

like tells like I don't need like a message to appear on screen and be like

you need to shoot Wesker with the RPG or whatever but it has to be dark and his

back has to be to you yeah some of some of the things you got to do and some of

boss fights are a little peculiar, but you know, make it work.

Let's talk about the world of this game.

We've gone from Antarctica to Africa.

This is the next globetrotting game.

I know we've done more globetrotting than some of the others, but we've gone from, I

mean, in the mainline series I guess we've gone from Antarctica to Spain to now Africa.

How do you feel about this game overall with its setting?

There's quite a diverse set of locations I have to say which is something I didn't remember.

There are four... five I guess if you count the volcano specifically.

There's what, the opening African village, there's kind of the marsh areas with the...

The swamp.

...older style tribe villages and stuff like that.

There's the Tomb Raider temple.

You got the Tomb Raider temple, yeah.

And then the Resident Evil 7 cruise ship.

- There's an Evil Seven cruise ship,
you've got the volcano, you've got the Tricell sort of,
I don't know, there's like a lab like Tomb Raider thing.

- That's more connected to the cruise ship.

You do get to experience more of that in the DLC,
but basically Chris and Sheva leave Jill
and then they're on the boat basically,
is kind of where it ends up.

So really four, five, if you count the volcano main areas,
I guess they're visually interesting.

The color palette is quite bland.

There's the browns and tans of the African village
and that whole area, very brown and tan.

The swamp is like gray and a very muted green
and the Tomb Raider temple is dark and more tan.

It's really a bland color palette
and I'm hopeful that Six changes that
but it reminds me of that era of games,
I think of Resistance 1.

Uncharted 1 is all green, you know?

- Gears was pretty, Gears 1 was kind of like this.

I know they injected more color into like 2 and 3 for sure,
but Gears had a pretty muted color scheme when that came out.

- It's just, and to be fair, Resinual 4, pretty brown.

Pretty brown. - Resinual 4

is pretty brown, yeah.

- And this, I think the interesting bit is,
this is really the first Resident Evil game
that's told in the daytime.

The rest of them are at night.

- Yeah, mainly.

- So they're harnessing the power, I guess,
to have the sun be there, but it is...

It can be bland at times, visually speaking.

And honestly, outside of just sheer location detail,
like I couldn't tell you the layout of the village area.

- The swamp is cool 'cause it's almost like the lake
in God of War where it connects to all these
different little hubs and you have to get off
and explore that, that's cool.

- I thought that level was a really cool level
and each area kind of had its own thing going on
and one you gotta dodge the crocodiles
and the other you gotta kill a bunch of people.

Good amount of diversity there.

Others you had, I know you had people in like the towers
that were trying to shoot you as you were getting off
and stuff like that.

So one person would need to drive,
the other person would need to shoot.

They do some cool things in that regard.

- Yeah, the swamp's neat that way.

The temple, I'm not actually a huge fan of.

- Yeah, I didn't care for it either.

- It feels strangely out of place.

It just feels thematically like whiplash.

And then it's just tight corridors and big lasers
and then the terrible laser puzzles.

So I wasn't a fan of that space.

Well this game narratively tries to get more to the roots of like, I feel like all of them
do this to some degree, like how did these viruses begin?

Like that's a thing that's always presented in some capacity and then this one they decided
to go down the route of, oh well there's these flowers in a hidden old temple that you gotta
go find and they've been using these flowers and crating viruses and honestly I don't know
about you if we're gonna talk about the story stuff, but some of this went over my head.

I'm having trouble... and this is what happened when I originally played the games too.

It gets hard to keep track of the T-Virus, the Code Veronica virus, the... what's the
virus in the second game?

The one that... it's not the T-Virus, but there's another...

G?

Yeah, maybe the T-Virus, the G-Virus.

Then we've got Las Plagas.

The T-Veronica virus.

Yeah, the T-Veronica virus.

We've got Las Plagas in four.

In this game, it's Ouroboros.

It's like, "Oh my gosh."

And then we get into the later games, it's like, "Mold is now a thing."

like dude there's so many viruses. It's a lot of disease. My struggle narratively with this game was the fact that it was co-op. Yeah. And we're talking and it's just like when you're with a buddy playing the game you're not, I'm not as engaged with the narrative and maybe that's part

of why this narrative is kind of light overall. I was gonna say, I don't think there's a lot to this game until you kind of get to the end and it's like, "Chris versus Wesker!" And they try to make it in- You show up, there's B.O.W.s in Africa and it's like, "Well, now then Chris is like, 'I can't quit.'" Because Sheva wants to leave, right? They're like, "We gotta get out, it's overrun." And then he's like, "I can't leave, I have to find Jill." And then for the the bulk of the game that's the goal. Find Jill.

Yeah, that was kind of the thing you didn't know coming into this. You didn't know coming into this game. You're like, "What happens to Jill?" And I remembered right before we played it when I saw the mask, I watched the opening cutscene with the masked person. I was like, "Oh yeah, that's right. Jill's brainwashed in this game." I forgot.

Okay, yeah. But also you were like, "Yeah, Jill's dead." And I was like...

I didn't want...

You said Jill was dead, the killer, and then we get to that cutscene and by then I was like Jill is this masked person flipping around like that one I didn't want to tell you because you were asking me you're like wait is Jill really dead and I was like yeah she's right there there's a gravestone so yeah so that wasn't a very like big surprise twist no necessarily it's just it was very they did Jill dirty in this game let's just be real here they just dyed her hair blonde so wrong so I don't know I gotta bring this up I don't know if narratively there is a reason for this because in the DLC she is she still has

brown hair she's still brunette like she is in the previous games and then when she reappears at the end of this she's blonde and I told Max that my theory is just Wesker wanted her to dye her hair bleach blonde so that they could be in sync with one another and be the blonde haired villains of the game which is just that's what I'm going that's that's what I'm convinced it is Wesker brainwashing was like I gotta come blonde now like me this is so what we're doing here. Some Twitter theories according to Resident Evil facts Twitter account Jill Valentine's blonde hair in Resident Evil 5 contrary to popular belief is not caused by the p30 chemical but due to the reactivation of her prior t-virus infection. Oh that makes sense. Oh yeah doesn't she have to heal herself in what three? I don't know the reason Jill's hair is blonde is because she was in cryostasis which caused her pigments to turn her hair blonde in her skin pale. So no one knows. I'm just convinced Wesker just dyed it blonde because he's like we need to look, we're the baddies together so we need to look similar. That's my fan theory. I like the idea of a community trying to scientifically figure out why they just made her blonde. Scientifically in a game series where there's giant tentacle monsters exploding out of people left and right. Gotta turn to the science here. Talking more broadly about the narrative, there really is... I think that's maybe the one aspect of this game I was somewhat disappointed with coming into it because I remember hyping it up a lot more. Being like, "Yeah, this is so great! There's so much good stuff in Five and Chris and..." Everything between Chris and Wesker is top-tier Resident Evil, though. I have to say it is truly some of the best stuff in the entire series I do think is in this game when it's just Chris and Wesker throwing hands. It's so fun and it's so over the top. And you've talked multiple times while we played about how like, "Oh, they clearly just were very inspired by The Matrix, both with Wesker's outfit but his moves in this game. They were inspired maybe 10 years too late there."

But yeah, everything with Chris and Wesker I think is great.

else around the edges, not so much. Like the Jill stuff is not a huge surprise by any means. Excella is one of the new characters that's introduced. She's just kind of like, I don't know. I mean, you could tell Wesker's just like, "I'm going to use you for your money," and things like that. Like she's just kind of there to give him the resources he needs and stuff. She's not an interesting character. I don't know. And then we can talk more about each individual character, I guess, is well here.

But yeah, the narrative is pretty straightforward, which I think, again, is fine

because of how this game is crafted as a co-op experience.

You talked about how you couldn't focus on the narrative as much,

but I don't think there was a lot to focus on necessarily.

I mean, the broad beats of this story are

Chris is out to finally get Wesker and Jill is missing, and the resolutions are Wesker dies and Joe gets saved.

The end.

Like, that's about it.

So it is just kind of the final chapter of this through line story they have told through multiple games where Chris and Wesker keep going at it and they're old stars companions and they hate each other.

They've blatantly said as much a billion times at all these games now.

Chris, I despise your brother.

Yes.

So goofy.

It's cool to see them come to this fruition point of finally being able to duke it out.

I just had a moment where I looked up the day The Matrix debuted and it was '99 and

I feel like, wow, how ahead of the time that was.

Yeah, I knew it was '98 or '99.

That's insanity.

Just, that's actual bonkers.

It's a serviceable plot, it's goofy, they definitely were going for a cinematic flair, right?

With the camera.

I was looking this up, apparently it was the first Resident Evil game to use mocap and and they actually were using virtual cameras to, what I imagine is standard practice today, but they're using a virtual camera in real space while capturing the mocap.

- Makes sense.

- And able to do cool stuff.

So that was first new tech for the game at the time.

Wikipedia says it was the first game to do that with a virtual camera, but I'm not confident on that.

- I'm almost, I feel like Metal Gear would have done it, but maybe not there. - I don't know, maybe--

- Metal Gear 4 I'm saying.

Oh, that is possible.

It's fine, it's fun, it has a great group energy, you and a friend watching and having a blast.

It is, it's cool that way.

But other than that, it's, there's no meat here.

And I'm not saying that, actually,

I mean, some of these Resident Evil games

do have some pretty good substance to them,
but it is, it's actually not too dissimilar from 4.

Go save the president's daughter.

- Oh yeah, I have a parasite that turns you
into a mind-controlled monster.

Now you have to escape and then, oh my,
my former partner that I've never mentioned before,
Krauser, is the one who abducted.

So that's, I suppose, somewhat similar.

It works for two people.

I did wanna say, I picked up on this immediately.

And you were like, what?

I didn't hear this at all.

But Chris is Sonic.

- Same voice actor.

Chris' voice actor is Sonic.

- I've never, I've not played enough of the Sonic games
to really know that. - Roger Craig Smith
is the voice of Chris, and so some of the delivery,
you hear a little Sonic in it, and I'm like,
yeah, let's go.

It's pretty great when you hear,
when you think Sonic the Hedgehog is saying,
suck on this Wesker, (laughs)
it just enhances the experience a little bit more.

- Yes.

How do you,

Well, let me say this and then I'll ask you some specific character stuff.

But yeah, we've talked about how there's not as much horror in this and I feel like the previous games, storytelling-wise and cinematically, were more focused on horror and trying to not necessarily scare you in the cutscenes, but just more typical horror stuff.

This game trades all that in and has a lot more in common with, I mean I know this didn't come out until way later but like John Wick the Matrix like it is trying to just go full-blown like nope we're just there's an action flick there's an action popcorn flick but also keep your hands on the controller because you might need to do some quick time events here uh so don't

fully embrace what is happening in these cutscenes just yet I there's so many I mean how many

different hand-to-hand combat scenes are there in this game with Wesker like there's the one in the

There's the one where he chucks the sunglasses at Chris, Chris catches them and then he comes

in and punches them in the face and puts them back on.

There's the one in the plane.

I mean there's a lot in this game where it's just all of them doing wrestling moves and trying to karate chop each other.

And I think that's great.

Those scenes are all super, super fun.

And I think it's some of the most fun in the entire series.

It really takes that final cutscene of Code Veronica where it's just Chris and Wesker fighting for five minutes there and yelling at each other.

It does that like four or five times in this game.

It's great.

I really enjoy that.

So where it is light on maybe storytelling or lore, it is a little bit heavier on.

But again, I feel like with this game, there is a satisfaction in this being the culmination of a lot of those previous games.

we've already had a lot of, you know, the world building and the characterization and stuff like that. So for the final couple hours of this game to just be, "Nope, it's just Chris versus Wesker time," it feels satisfying because of how that has built up over the course of every game since the

original. And I really, I really like that. To get into some more character stuff, though, I wanted to ask you, obviously Chris and Wesker are the two big ones, and we can talk about them a little bit here,

But what did you think about Sheva, who is the new face in this series?

Fine?

Yeah, she's pretty bland.

You played as Sheva, I played as Chris.

And I just, it was fine. It was cool to just see a new face.

I thought it was pretty neat that she basically roundhouse kicks doors open until you taught me that anyone can do it.

Anybody can do that.

You just have to push the square button twice.

She's cool, but where's the depth?

I don't know.

Her goal is to save the people in her village and town, just her people.

And I like her gumption to stick with Chris, even though he's like, "I've gotta find Jill."

And so she's a great co-op partner and they save each other and there is a sense of camaraderie there, back to back.

But you told me she's not in any future games.

I've never heard or seen her mentioned in anything.

So it's, it feels one note in a way.

I think there's potential there, but for now,

it's just, she's just the co-op character.

Chris is the star and she's the supporting role.

- The thing I do like about "Chevres and inclusion" though,

is something that I like about all of the "Resident Evil"

games and it's the continued focus

on introducing new characters.

The series has such a wide cast and obviously, you know,

Leon and Claire and Chris are the four most popular.

But Capcom has never shied away from trying to introduce new characters as well, whether

it be Sheva in 5 or Ashley in 4.

We haven't played 6 yet, but I was telling you about 6 last night.

Each of those campaigns pairs one of them as a previous character and one of them as

a new character.

Chris has a partner in 2 whose name I forget.

Leon has a partner in 6 whose name I also forget.

And then the other campaign is Jake, who is a new character, paired with Sherry, who is

a previous Resident Evil character.

So Capcom has always tried to lean into introducing new characters and seeing how they catch on.

I mean, even with Ethan, that was the same thing with that.

Like, "Oh, we're rebooting Resident Evil.

Here's a new character."

And some people didn't like that, and then some people didn't.

I liked Ethan's inclusion.

So that's the one thing I have always liked about Resident Evil, especially compared to other video game franchises.

When you think about Zelda, you think about Link, or when you think about Metal Gear, you think about Snake.

Metal Gear is a little different because I know Big Boss/Snake.

Naked Snake, Liquid Snake, Solid Snake, Solidus Snake, Venom Snake.

They're the same person at the end of the day.

Let's not get into Five.

But you think of Snake in those games, and it's largely the same character throughout all the games.

Don't grill me on this.

I know my Metal Gear lore, but it is like these main central, like there's a similar lurking looking person in all those games.

Resident Evil, it's like you never know what you're going to get.

Like even moving forward with...

Keep the game in hearts, same way.

Sora, Roxas.

Yeah, like there is a central protagonist in most major video game franchises that continue for long spans of time and Resident Evil has always been willing to kind of buck that.

Like even moving forward with IX, we haven't talked much about IX and I know we might a little bit later, but I remember when I finished Village I was like, "Cool, I hope with IX they just make it another ensemble game and bring back older versions of Chris and Leon and Jill and what if we threw all these characters together?"

As I start to think about it more I'm like, "No, Capcom won't do that though.

The series has never been like that."

And when it was kind of like that with VI, that's the one people don't like as much.

I mean, I'm personally all for like a grizzled Leon or Chris, like in a cave providing support, a la, you know, Batman Beyond.

I think that would be kind of cool, but it's...

You don't like Chris of Duty at the end of Village?

No, Chris of Duty is fine.

Chris of Duty is fun.

I just, I don't know if I want to play a whole game as Chris.

I think there's potential for, to explore new people and new characters or people we haven't played as in a long time.

know, where's our, you know, let Carlos lead. Yeah, I mean all of this is to say that yes,

Sheva is not a great character, she doesn't have a whole lot to do, she's just playing second fiddle

to Chris the whole game, she is very much, I mean, and the game even kind of spells this out, especially at the very end when Chris thinks she's about to die and is like, "No, I will save my partner this time." She is his new partner in light of Jill dying, and so she is kind of filling that void of just like, "I'm his new female partner. He used to have another one, but she died or brainwashed or whatever." And so she is just kind of filling a weird void there where she's supposed to be like new Jill, and that's even kind of how he views her.

Yeah, it's a thin veil. It's very thin. But Sheva herself, very cool, very capable. I the hand-to-hand combat but that both characters can do but like Sheva's no slouch and that's cool like what Sheva does is neat I do like that like a part of the co-op mechanic is the lighter characters generally the female in the games they're the ones that get thrown by the male character to like access new areas like they have special abilities just due to simply weight because Chris is, I don't know, 300 pounds of pure muscle and can punch a rock. So that's in those two DLCs and then Josh is the equivalent in the other one. But it's cool that they have an ability that the others, quite frankly, don't. Period. She's cool gameplay-wise and narratively a little light. Yeah, for sure. Did you, I guess outside of Sheva though, go ahead. Sheva also, I know you dealt with this 99% of the game, left-handed, fully committed to that too with an unswappable over-the-shoulder camera. Yeah, drove me nuts for a little bit

there. I think it's kinda cool though in hindsight, like the dedication to altering the gameplay that way. And I'm curious if in split screen, if she's on the right-hand side of the screen and Chris is on the left, if it's a vertical split instead of a horizontal, I'm not sure. I think it is a horizontal split because I have played this game. But again, they would be anchored on the opposite corners of the TV though. It's kind of cool visually speaking.

I appreciate that even though I didn't have to deal with it for most of the game. Yeah, they really commit to it until the DLC in which case I think people were like, "What are you doing? Please stop. Don't change the..." because it really does mix things up. You played as Sheva,

We went and did a replay of one level later on to collect some emblems and you played as Sheva and I played as Chris

Which was the inverse of what we did for most of our playthrough and you're like, oh no, it's shifted sides

This is so weird. And I know that took you a second there to kind of

Get used to looks like it's a horizontal split but with black box offset

So you're actually not filling the whole screen. Yeah to keep that's what I remember. Oh, that's what I thought I remembered so it is

Chris is on the left and Sheva is on the right. So it keeps that

visual dichotomy. It's actually good split-screen design for this type of co-op game. I'm actually

Yeah, kind of a fan of it. I used to play this split-screen with my neighbor back in the day at least to some degree

Sticking with the characters though. I think the cast of this game is definitely not as expansive or as

Interesting as normal. I mean, there's usually only a couple

Notable faces in most Resident Evil games, but this one I feel like is really

Sheva Chris

Wesker Jill those are the four and then you know they got Josh in there, but Josh is kind of

It's not really given time to do much of anything at all Doug gets a spotlighted

Desperate Escape DLC which we both are big Doug fans

Doug gets a good moment there

- Poor Doug. - He gets jango-fetted
as I told Max when we were playing in real time.

- Poor Doug, poor Doug.

- Doug is the most notable side character
I feel like outside of the main cast,
but yeah, there's not much to say
that I have to say about Josh,
or Excella I guess would be the other sort of side character
who's somewhat prominent.

I don't have anything to say about either of them.

- No, it's really, it is really Chris Jill, Wesker, and Sheva.

- What did you think, I feel like we talked about Jill
and there's not a lot more to say about her,
at least we talked about her hair.

I don't feel like there's much to say
about her in general though,
'cause even once you get her back,
she's like, "I'm gonna stick behind.

"Good luck killing Wesker!"

And it's like, "Okay, sure."

So I don't really have anything at all to say about Jill.

- They did Jill dirty.

They did Jill super dirty.

And I have to say, putting this mind control device
right on her chest that you then have to shoot,

- That just feels very over the top,
extremely outdated and uncomfortable.

It's just, it's design that has not aged well,

I don't think.

- I did like accidentally killing her a couple times though

as we shot her tatas off and it's like,

"Oh no, she's dead."

- Yeah, I will say though, gameplay wise, Jill,

very cool. - Very sick.

- Yeah, has a double knee drop on enemies that is so dope.

So again, I think the characters shine more

in their gameplay than they do narratively speaking.

But Jill is, they did Jill dirty and I'm bummed.

- Josh has a elbow drop in the Desperate Escape DLC

and I was just elbow dropping zombies heads off,

which is pretty sick.

- The melee attacks are so dope in this game.

I love them so much for every character.

- Get ready for six, that's the best element of six.

So if you like that in five, wait till six.

Let's talk about Chris and Wesker at least just a little bit here.

I guess my biggest question, we've already talked about the back and forth between them throughout the whole game, but how do you feel about this confrontation between them ending?

Do you feel like it's good, like a good end cap of this ongoing clash between the two of them?

Wesker is finally written out of the series for good, at least at this point in time.

Is he going?

- He's not in six.

- He's done.

I mean Jake shows up in six, his son.

So he does continue to have his hands on the series
a little bit that way, but yeah, seven and eight,
he's obviously not in.

This is his exit.

- Oh, see, part of me just didn't know
if that was true or not because in video games,
villains always make a come,
first of all, Wesker's been killed before
and made a comeback, so like--
which this game kind of makes a little bit more clear,
like, oh yeah, he did die at the end of the first game,
but then he came back and that's how he had these powers.
Yeah.

- It's, I feel like while they shouted at each other a lot
and there was some comment,
I never felt like there was this definitive
Chris V. Wesker moment, just the two of them.
And I know that's difficult in a game
where you theoretically have two people playing at one time.
You can't, I remember playing one of the Halo games,
I think four, in co-op with a buddy,
and toward the end, the final boss of that game,
it suddenly switches from co-op to one player
to finish the boss off. - Oh yeah, yeah, yeah,
when you're crossing that light bridge or whatever.

- Yeah, it switches to one player.

And so I get that that's a,

Halo did it, I think, poorly there,

having one player just take control.

So that would be difficult to implement here in Resident Evil 5, but I felt like there wasn't just the final definitive moment for the two of them.

A la, I think of like, Guns of the Patriots.

Liquid and solid on top of the ship fighting is a fantastic moment and the two of them really get to duke it out in gameplay.

There are plenty of clips of Wesker and Chris punching and fighting each other, but it's It's rarely just the two of them settling the score finally.

The thing that I do like though, on the other hand, is that since this is a fully co-op game, they make that kind of mirrored within the narrative itself.

Like if we're going to give Chris a partner, we should give Wesker a partner so that they can kind of go at each other.

And they do that by proxy of brainwash Jill, which is not like executed upon perfectly, I don't think.

But it is, I do like that idea of like, Chris has a partner, he's trying to take down Wesker and this time around, Wes here is like, "Well, I got a partner too, so we're gonna go 2v2 here rather than 2v1." Eventually that's-

- But you also, you can't kill Jill. So you have just kind of this threat bouncing around the room that you have to ignore or dodge. So that's an interesting, 'cause we accidentally killed Jill. We're just like, "Well, take her out." And it doesn't go well.

- I was like, "Yeah, I'll take out Jill first." And then it was like, "You lose." And I was like, "Oh."

- Time paradox.

- I forgot about that. Yeah, that's what I said should have happened. Yeah, I do agree.

I think they have enough encounters within the game that it kind of makes up for them not having that one kind of final blow moment.

At the same time though, I feel like it would be harder to have a moment like that because it's clearly established, well in Code Veronica as well, Wesker's stupid powerful and at the end of the game he gets all of Ouroboros attached to him and is going off.

So it would be hard for him and Chris to just throw hands.

Then again, Chris does punch a 10 ton boulder in this game over, so there's that, which you got to experience quite a few times because we had to redo that section.

Stupid, stupid boss fight.

So they are both like dummy powerful in this game, which is hilarious.

I think the conflict for the most part does end pretty well, and it chooses to go way over the top, in a volcano, Wesker gets shot with two rockets.

He's in the lava, still alive, still going nuts, and then they have to shoot two RPGs at him to finally kill him.

And even after that, you're like, "I don't know, is he dead?"

So I think they do a good job of leaning into the campiness and like, "Okay, what's the best way we can wrap up this lingering thread between the two of them?"

I guess moving...

So we still have six to play, but I know you've played seven and eight, which has Chris in it as well. How do you feel like Chris going from this game into what he is in those games, like how do you feel about the transition of his character? Do you feel like he needs, I feel like so much of Chris's character is tied to Wesker intrinsically.

Chris in Village feels like a grizzled veteran of dealing with this kind of combat, this kind of - Is he a threat?

So I think he's aged up appropriately, attitude-wise.

But he also doesn't feel like just a total over-the-top goofball macho man.

'Cause he's not doing the same--

- Which he kinda is in this game for sure.

- He's not roundhouse kicking, punching up or cutting, all the stuff that you see here in five, he doesn't do that.

- No, that's in six, don't worry.

- Well, okay, but he doesn't do it in Village.

So I do feel like they've grounded him a bit more in these more modern games, and I kinda like it when he cuts loose and it gets more cartoony.

- Yes.

- So I'm wondering where the series will go forward with that, but I can see how they got him to where he is in Village.

- I like Chris being sort of the central character

of the entire saga and even in 8 I like that he's like aware at the end of the game like wait the BSAA just used B.O.W. soldiers what's going on like he has he's had the most connections

to everything that has gone on in this world when it comes to these bioweapon terrorists and stuff like that and I do like how he is represented later on as sort of the like expert and authority on this stuff and he has been around the block and he he he's he's just been dealing with this stuff for 20, 30 years by the end of Village. And so I do like that.

But yes, I do like how over the top and cartoony he is. And on that front as well, just, Wesker here we can give him his flowers. I guess my question for you is, when we started this series, I was, I feel like singing the praises of Wesker. Like, "He's so good, you'll understand one day do you now understand like oh I get it why he is loved and why he is like maybe the most popular character in the whole series for everybody who's

played it like when if you ask anybody like who's the best character in Resident Evil a lot of people will say like like Joe Wesker Leon I feel like are some of the most common responses I mean Wesker is so popular when they made a dumb Netflix TV show they decided to center entirely around him so like Wesker is

- It's just dummy popular,

and do you understand that now, I guess?

- Wesker's cool, I feel like he deserves more games, though.

It's just one Code Veronica in five.

- I think he's in zero a little bit,

but like behind the scenes.

- Yeah, whatever.

So I do wish there was more Wesker, actually,

but this is very, this is the promise

of what they were trying to do in Code Veronica visually with the CGI cutscenes and some of the real-time stuff.

This is that promise in full HD, full tech, it's cool.

- He's in Marvel versus Capcom 3 if you wanna go--

- Along with Nemesis?

- I think Nemesis was added in the Ultimate expansion.

I think Chris is in it as well.

I think Chris and Wesker are both in it.

- Very good, very, very good.

- And I think Jill was added maybe

as part of Ultimate as well, I can't remember.

- Which version of Jill though?

I think it would be RE5 Jill,

'cause obviously that was the most recent game

and was popular at the time.

- She is in a couple of Marvel vs. Capcom games it seems.

- I think she's in Infinite as well, isn't she?

- Ultimate Marvel vs. Capcom 3, Marvel vs. Capcom 3,
Marvel vs. Capcom 2.

- Okay, yeah.

- So she's in 2 and 3 basically.

Ultimate, she has brown hair.

Regular 3, she has blonde.

And 2, she's brown hair.

Huh, gotta look up some gameplay.

Speaking of gameplay, that's kind of what I wanted
to touch on here next with you.

I feel like we've naturally touched on a lot of things
throughout the course of this discussion,

whether it be how the inventory system has approached
this time in a combat setting, and the camera,

the gunplay, again, a lot of that we've explored already.

The one element I wanted to ask you about more specifically
though is puzzles, which I feel like are not present

in this game whatsoever until the DLC,

we can talk about both the DLCs here specifically in a moment as well, but puzzles are kind of
left

out completely. Is that something you miss or the puzzles in this game I feel like only go as far
as kill this person, they have a key card on them, you picked it, pick it up and now you can
move

forward and that's about it more often than not. Puzzles I feel like are there in two fashions.

There's combat puzzles, like you mentioned and alluded to.

Here's this boss, how do you take this boss down?

One of you shoot this, one of you flank that.

We see that mostly in boss fights.

You know, you attack from the front,

I'll attack from the back.

And then there are actual puzzle puzzles,

primarily the lasers in the Tomb Raider temple,

which we... why are they instant KOs and the way that they rotate?

Yeah, I forgot about that whole section.

Yeah, you forgot about it because it's bad.

Yeah, that whole section is truly atrocious.

Yeah, there's some classic scenarios of, you know, we got to pull these two levers together or

one of us has to throw the other across a gap and then they have to maneuver around a combat area

and then unlock a door so the other person can progress.

Classic co-op, working together type of gameplay scenarios.

I think the real puzzles are solving these combat arenas,

taking down enemies efficiently,

using the environment to do so, and succeeding.

That's actually a natural progression from Resident Evil 4

which has these small combat arenas

and their strategically placed explosives

or items and you are running around those environments

and four and defeating these waves of enemies to progress.

And five is a clearly progressing from that,

just to build off of that in a co-op environment.

With each area feeling really tailored to that experience,

there's a lot of interconnection, high ground, low ground,

indoor areas, outdoor areas, there's space to move around.

I think that's where a lot of the puzzle energy went was unique combat encounters and how do you overcome it together instead of separate.

Yeah, they definitely, I mean puzzles are not puzzles are gone in a way that we knew of them previously.

And again, I mentioned this, we can talk about the DLC a little bit, but they bring them back in Lost in Nightmares, Lost in Nightmares.

Yeah.

And the whole first kind of section of that in the Spencer Mansion is center around puzzles.

And I think that it was good to have them back for that portion, but I think I also kind of understood why they weren't in the rest of the game in that capacity, because it's a little mundane running around a place where there's no threats of enemies coming at you.

And you're just picking up various objects in the environment like, "Oh, I found this heat paper.

What do I do with it?

to the fireplace. It's like, okay, like there's not as much. Puzzles in that sense are not as interesting in a co-op environment. Speaking more about the DLC though, like I do think that like the way you kill the axe dudes in the section in the sewers or whatever with the spike ceiling or whatever, like that's a variant of a puzzle, but it kind of combines it again with the combat mechanics and you don't have weapons. So what do you do here? and you have to solve it and it's prompting teamwork.

And those things I think work well because it does again place an emphasis on co-op, which feels like the main focus of this game on every single front is how is it servicing the experience as co-op.

And I think the first time I played this game it was done with an AI partner and that just looking back like is absolutely not the way to play this game.

You have to play it with multiple people, everything from the ground up.

I mean, even like I said with the story,
like they give Wesker a partner as well.

Like everything is centered around this idea
of two player experience.

And so, yeah, I think getting rid of puzzles in that sense
from how we've seen them in nearly every other game
makes sense and it's not something that I'm like
necessarily upset about or bemoaning
that it's not really featured in this game
in any sort of way, because it just would not,

Like if we were playing the game and I was like, "Hold on, I picked up this music box.
Let me inspect it in my inventory.

Oh, I opened it up and there was a jewel inside.

Where can we put a jewel?"

Like that just does not translate.

It kills the pace.

Yes.

So I think leaning into this, I feel like the more action emphasis comes about as a
result of co-op being placed in the game more so than the other way around, if that makes
any sense.

Other than that, I really don't, I feel like we've talked a lot about many of the other
gameplay elements here.

Was there anything that really stuck out to you in this one?

I do feel like the expansion on, like, melee attacks and things like that was something
you said you liked, which I know that was again introduced in 4, but we've even talked
about that.

Just throwing a right hook at a dude's face after you stun him is really fun.

Yeah, it's very satisfying.

I think the bosses in particular, especially as the further you get into the game, I kind of struggle with a lot of just their inherent design and the language that they communicate with.

Resident Evil not showing you health bars is totally fine, but there's poor visual communication about how much damage is done, what state they're in.

The first bosses are easy, it's, you know, one of you shoots the bat in the face, the other flanks it and shoots it in its weak spot in the back.

The giant Irving octopus, similar sort of thing, shoot the weak points, boom, bada bing.

Excelsior, her-- - Excelsa.

- Excelsa, thank you, see how important she is?

I can't even remember her name.

Excelsa's boss fight was incredibly simple, and that was 'cause mostly you brought an RPG.

- I mean, I used the RPG on that, yeah.

- Yeah, so that wasn't too much.

But Wesker in particular.

- The multiple fights with Wesker.

Well, I was gonna bring up the other--

- There are three fights with Wesker, yeah.

- Well, there's the one in the Lost in Nightmares DLC two and then the other one with Jill.

I don't even know if you're supposed to

deal a set amount of damage to him before it ends.

I think you're just kind of supposed to survive.

- But that's not communicated to you at all.

- But that's not communicated to you really

that you can't defeat him in that sense

because I remember in the fight in the temple

were doing. You were on dying health. And I was like, you're like, Come save me. And I was like,

we're gonna lose. Oh my gosh, we're gonna lose. And then the cutscene activated with Wesker being

like, Oh, you think you can beat me? I'm like, Oh, I guess we just had to time out an invisible timer

here. Now same thing happens in Lost in Nightmares. Like we were trying to attack him and defeat him.

And then eventually cutscene just plays and it's like, nope, Jill tackles him out of window. It's over now. That that is frustrating to just not know going into it initially.

But putting a timer on the screen as well would be weird. Like, and I don't know how they would

communicate that like what Chris would be like, Jill, as long as we can hold them off for five minutes, then he'll be like, there's no real way to do that. So I can understand why they wouldn't.

I just think a better visual language of a weakened state. The final fight, the final fight

with Wesker there in the volcano. They keep kept zooming in on his chest, zoom in on the chest,

zoom in on the chest, and we tried stunning him.

- You ran out of ammo.

- Yeah, we were running out of ammo.

Tried stunning him, initiating melee combat,

but we didn't know what the game was trying to tell us,

and it was just, you have to keep dealing damage.

So I think there's just poor visual indications
of boss weakness.

And it's easy to see where you have to shoot,
it's just more, how long do we have to do?

It almost feels like, it gets to a point
where it feels like you're doing something wrong.

You are missing a cue. - Yes.

- And that's not a good feeling,
especially in these important fights.

- But during some of the other sequences,
during some of the other fights, that was the case though.

And that was what kept being confusing,
is like, I think about the fight there on the,
next to the jet, where it's like, no,
there is a specific way that you have to defeat him,
and shoot a rocket behind him,
blow the rocket up in his face,
then stab him with the syringe.

Like, so there are steps in that fight
that you need to follow, but in some of the other fights,
it's like, nope, you just need to keep dealing damage,
You need to wait it out until you can't.

And I feel like, I know like when God of War,
Ragnarok came out, like most recently,
Horizon got a lot of flack for this too,
with like the protagonist being like,
"We need to do this."

And they would give like audio cues to the player,

like, "Oh, there's where we need to go."

Or, "There's how we solve this puzzle."

- How do we solve the puzzle?

- I think something like that in this game,

if they would have had the characters like,

saying a little bit more like what they need to do

and how do they get past this, like,

Chris shouting out, "We can't defeat Wesker,

But if we can just if we can just hold them off for a few more minutes or something like that

Then that would like convey to the player like okay

And I know the when you get like halfway through that one Wesker fight in the temple

They're like we need to hide like they say something about hiding

But even then we're like well hide and like do what then unload on him like like that

That was the thing we were trying to figure out and that in that instance, so there's just a lot of mixed

messages in the boss fights

of what you're supposed to do exactly.

- And that robs a lot of the excitement out of there,

especially as the fight gets longer and longer and longer.

- And we keep having to redo it.

- Yes, you're getting more and more frustrated.

So that is a bummer.

And if they ever did remake this game,

eventually down the line, I would hope

these would be areas to address first, I think,

before other things.

- Yeah, and it is one of those things where like,

if we were to replay it now,
like obviously we wouldn't have these same issues,
but blind playthroughs, playing through for the first time,
we were very tripped up and kind of puzzled there.

And I don't know, I am curious though,
if you are playing with an AI partner,
if any of these things become more apparent.

- Yeah, I wonder, 'cause we didn't touch that at all.

- Like I imagine like in the Wesker fight with the rocket,
like the AI companion is not gonna go automatically
pick up the RPG and do that for you.

That's probably the thing you have to initiate
and then they'll shoot it or whatever.

But I do wonder how it changes when you do have an AI companion that's there.

I want to talk, let's talk specifically about the DLC for each of them.

I would prefer to start with Desperate Escape actually because I just feel like we don't
have much to say about this.

It's a very action-heavy, get out of the base type thing, classic Resident Evil, we
gotta escape the base.

And it's fun, I had a good time playing through it with you, but there's not really
a whole lot to say about it.

some of the best co-op action that Resident Evil 5 distilled over the course of its campaign.

It's all concentrated into this one DLC of really good waves of enemies, light navigation,
but really it's just how powerful can you get, how quickly. It's almost a sampling
of mercenaries mode, but in a co-op narrative sense. Just push forward, push forward, push
forward. It felt really chaotic. We were really trying to communicate like, "Oh, do this,
do this, do this, and what's over there?"

- So I think it's strong in that regard.

I think narratively it's a total wash.

- Well there's nothing really there to do.

I mean the best part narratively is that just--

- Doug.

- Jill get, well Doug, yes, but I was gonna say

like Jill gets something more to do, which is great.

'Cause she's not really in the future games.

She's not in the six, she's not in seven or eight.

She does, she's in Revelations, but.

- They've done Jill dirty the whole time.

Oh well. It's fun. It's arguably some of the best co-op action this game has offered. And

probably I would wager probably out of six as well. This is some straight up fun design

here and I enjoyed it thoroughly last night. It was really, really fun to play with you.

Yeah, there's just not a lot of meat on the bone in terms of puzzles or narrative or anything

like that but it is just like the action if you like the co-op action element of Resident

Evil 5 I think that Desperate Escape was quite fun I'm glad we played through it because

I forgot it was even part of the game until we were getting close to the end of 5 and

I was like oh wait there's another DLC thing we can do together in addition to Lost in

Nightmares. Lost in Nightmares just feels like a love letter to Resident Evil as a whole

And I really I mentioned this last time we were playing but I'm glad that

How we structured the season like so many of these things

That you were geeking out about like I was geeking out about it, too

And I was like, oh max now understands all of this and like you know together

It was like not only with like how the mansion is laid out there in the opening

It is just the Spencer mansion one-to-one in some way not one to one to one

For the is pretty darn similar close

We knew where to go and we knew what was gonna be behind certain doors before we walk through them

Like oh, this is the part where the the dogs jump through the windows and then a bat blast through the window instead of a dog

It's like oh, oh my gosh, so they like play with things like that

It was really honestly lost in nightmares is what resident will five should have been

Yes, I feel like they introduce a lot of things like you you mentioned when we were playing as well

like oh this is like way spookier than the base game. There's a lot more horror

it's it's the Resident Evil 1 remake remake that everyone wants actually

surprise we got it you know 10 plus years ago. It's it's fun it's cool to go

back there's even these cheesy moments great dialogue between Chris and Jill

it's far too short you go from all the puzzles to the sewers where you you

solve these spike kill these undefeatable bosses puzzles to that cutscene fight with

Wesker and then it's over. Which I felt like is the weakest part of it honestly. Yeah it

is. Everything else was pretty enjoyable. The only other part that's bad and I get that

you kind of move past it and you understand why they're doing it and there's a fun element

to it afterwards but just like having them fall down and be like "all our weapons are

I was like, Oh my gosh, I hate when games do this. Like it was kind of that was kind of annoying.

But it at least made the like final boss fight with Wesker a little bit more streamlined. I

felt like like you only just had two pistols and it was clear to me because of that. I was like,

okay, well, obviously we're just supposed to punch him. So that's what we were doing was

hand to hand combat with him there until the end. But yeah, the invisible timer ran out. Yes.

Everything though in the front chunk of Lost in Nightmares was great though. We were we were

The shift to first person as you walk through the doors is such a perfect touch.

And I told you, we didn't do this, but if you boot it up and you try to leave out the

front door, if you do it enough, the game actually, at least for that particular part,

switches to a locked camera perspective.

So there's all these nice subtle touches that really celebrate the original Resident Evil to have Chris and Jill back in a version of the Spencer Mansion.

But you pointed out to me last night, you were like, "Max, you were talking about how the Spencer mansion isn't iconic and here we are like geeking out about the layout and all this stuff and I was thinking about that because

You know, we were really enjoying the DLC last night. It was it's probably my favorite thing that we've done so far

For this season and like a gameplay sense together

But I was thinking about it and what were we were really not remembering sure we knew the rooms

But we're remembering what happened in the rooms not the the layout or the theming of the rooms

And I think that's more what I was talking about is just like the Spencer mansion blurs together

Visually speaking but where the dogs jump through sure that's great or where you push the statue off the ledge and down into the dining room

Those are moments that stand out in the first game

But it's more the moment not necessarily like the room and the visual design

time, which is, I think, my hang up. But Spencer Mansion is iconic for the scenarios that it presents to you.

I understand what you're saying about the Spencer Mansion, but I guess would you agree that retroactively maybe you didn't give it enough do with the time when we recorded our Resident Evil 1 episode? And I know that was not your favorite game by any means, but just your pure reaction and response to visiting a location that was similar to that and you were clearly geeking out about it so much. It just made me think that you had more fondness for that location than maybe you previously thought. So that was kind of my takeaway.

Perhaps. It's certainly memorable. I kind of wish though, like we didn't go to the places in the mansion that I liked the most. Like we didn't go into the basement traditionally. There's the cemetery, there's Lisa Trevor's house, like there's so much more cool stuff surrounding

the Spencer mansion, but those first few rooms were just the same rooms. It's more just being back

and the encounters that happened there and what remember. So I also have to ask how many mansions does Spencer have that are similar to this because there's one in two. Well there's the one in Code Veronica but that's not his. It's not his but the Ashford's base it off of his place or one is based off the other it's like how many vansions exist that are like this. There's also the one in Zero while it's not the Spencer mansion it is.

Yes similar similar in that regard as well a lot of mansions in this series.

I think the last thing I want to say about Lost in Nightmares is that we've we've wrapped up all the

remakes or well that's not true we're going to do RE4 remake but we had played we've played two

and three obviously and we played Code Veronica and you and I were talking off air like about what the next remake should be. I think they should do, obviously we both want Code Veronica,

but I mentioned that I wanted a Resident Evil 1 remake as well. You're like, "I don't think they need to do that." Lost in Nightmares really verified to me that if they did do an RE1 remake,

it would be awesome. And I would be so happy for that. It would be so cool to see a new RE engine realized version of the Spencer Mansion. It would just be a ton of fun.

with the duel campaigns, Chris and Jill, all those moments. That would be awesome.

I can picture that game more easily than I can a Code Veronica remake. I feel like a Code Veronica

remake is a little bit more difficult, but I don't think an RE1 remake would be that tough.

It would just be nice to have that represented in the same style as the two and three remakes that they've done. It would be cool. I just want...

Like, my hangin' up is the remake already of Resident Evil 1 is accessible on all modern platforms and I think it plays well enough, you know?

It's sure it's not modern third person shooter mechanics but it plays well.

I think Code Veronica is in far more desperate need of a remake/accessibility.

And then I feel like if they did one,
I would want them to do zero alongside it.

'Cause I feel like by modern standards,
there's not enough game in just remaking one.

I'm not saying I wouldn't pay for it,
and I'm not saying that it wouldn't be an excellent game.

I think they actually could really leverage the power of the RE engine and make that dense,
horrific Spencer mansion that was always supposed to be kind of more in the kin of dead
space

really with the Ishimura exploring one space, expanding on Lisa Trevor's house, the basement,
the cemetery, really connecting this world in a dense, spooky way.

They could do that.

But I feel like Zero just kinda, my brain puts Zero and One together and I understand
that that is because of the way they were done on GameCube in our package today in the
Origins collection.

But I just, I would prefer Code Veronica first and then they could go back and remake One
and Zero before getting to Five and theoretically Six.

I'm totally fine with Code Veronica first.

I just think that this Lost in Nightmares made me realize that RE1 Remake needs to happen.

It's not just a desire, it's something where I'm like, "No, they absolutely need to go
back to that one and do it as well."

Because I think having 1-3 is 80...

I think it would be funny for them to go back twice now though.

It would.

But that's so strange because we talked previously about how that remake came about four or
five

years after the original game launched and nowadays you've got The Last of Us remake
coming out nine years later and people are giving that grief so there's plenty of room

here for them to go back and revisit Resident Evil 1 20 years after that, I mean over 20 years after that last remake came out. And people would love it, people would eat it up. I just think having those first three games, and I know you mentioned Zero, but outside of Zero those first three games are obviously so tied to the hip with one another. To just have all that original group of Raccoon City three titles all done in the same style would be really cool. And then we can maybe start talking about 5 and 6, but obviously yes, broadly I do agree that Code Veronica should come first because that game needs to do a little bit more. One of the last things here that we'll touch on, that we always touch on, is music. And Max, I feel like this game actually had, I was mentioning this to you a lot throughout our playtime, but because this game is not trying to be as spooky, and and it's not trying to build a tense atmosphere, music was way more prevalent in this one than a lot of the other Resident Evil games, and I had a lot of takeaways. I think this soundtrack is pretty darn good. It mixes the action, climactic moments of, I don't know, that you'd expect from an action flick, but then there's the typical sort of, like, we found that we to the mercenaries menu last night we're like this this song is grooving on the on the mercenaries

mode uh main menu here and i like the i like the little there's no save rooms in this game but they

kind of play a save room type riff once you beat each level and then you go and organize your weapons and stuff like that i like that um i think the music in this one is stands out quite a bit in the larger series and i think it's uh one of the better soundtracks for sure you heard more music than I did. I really had a hard time hearing the music, mostly because of the co-op nature.

We were just talking and it was kind of just in the background truly for me. I only heard it really when you pointed it out, like the jungle Donkey Kong style beat during the truck chase.

That was interesting. And yeah, the mercenaries menu was awesome. I think the best music actually

in the whole game all in all was actually when Jill plays the piano in Lost in Nightmares.

Moonlight Sonata? Yeah. I think that was really fun, but this was subtle to me.

And I just didn't hear it. And I know that I personally just don't have my ear trained for

music all the time. We were playing in co-op as well, for sure. So that definitely impacted your ability to listen to the musical, my own included. But there were some instances where I know, mentioned it to you during the truck sequence, I think during the marshy swampland area where you're kind of going through the older African villages. They're playing some music that I remember in those instances. They try to incorporate a lot of different instruments as well in this soundtrack based on what I remember. I don't know. It was kind of all over. They were doing a lot of different things in this game's score, I think. A lot of it was trying to match the setting of Africa, I believe. But yeah, I don't know. This one stood out to me quite a bit compared to some of the others that we have played like this one and Code Veronica stand out quite a bit in my mind I think. Yeah they're both different sounds especially compared to where we've come from. And yeah I feel like the thing we always talk about in the music section is like oh the save room like again there wasn't there's none in this game but there is a there's always a debrief screen and stuff like that and that's where they still tried to get into a little relaxing music theme for you to kind of cool off before you dive right back into the next level. So I enjoyed that. Max, what do you think this game's legacy is? The beginning of the end? Kind of, yeah. That's kind of my thinking as well. I said that up front. Like, this is where people start to really think the series turned for the worse, even though this game is good at the same time. Yeah, it's, I think it's the logical next step after Resident Evil 4, which is surprising in hindsight, having heard what I've heard about the Resident Evil series post 4 and pre 7 I suppose, that really just 5 and 6 and the spinoff games that kind of linger in there, it's like this kind of, this is when the series took a dive and 5 would be the, get the ball rolling on that. But I, I had a lot of fun with this game. I think The more interesting part of its legacy is that question we asked at the top of the show, what is Resident Evil?

And this proves that Resident Evil isn't just survival horror and navigating a spooky place or having big monsters chase you or things like that.

Resident Evil is mechanical and bonkers narratives and they can leverage that into different types of mediums and it actually to me strengthens the brand, the series as diverse and letting players kind of get whatever they want from Resident Evil. You want survival horror? Here it is. You want co-op? Here it is. You want action? Try Resident Evil 3. You want more survival horror, here's two. You want campiness, go to four. It's there. There's diversity here, and this solidifies that for me. Yeah, it definitely feels... That's the thing I have really enjoyed about playing this full series. And in the past with this show, and in the future with this show, some of the things I know that you and I always talk about is like, "Well, is it going to be rough for us to play so many games in one style, like back to back to back to back?"

There's a spoiler alert, we're already playing in things for 2024 and that's some of the questions

that we've had behind the scenes already. And I think with this, that's coming into it, that's

kind of something I was concerned about, like, "I hope we don't get Resident Evil'd out by the end

of this season." And that's the total opposite for me. I think this game is much different from 4, which is much different from 2 and 3. They all have different flares and different vibes and feelings and tones and I think this one is greatly unique in that manner. I don't know if that's as much its legacy per se. I agree with you that the legacy is this one at the beginning of the end in

terms of the series going downhill and later being rebooted. But yeah, it does have a very unique

vibe and flair to it. And speaking more largely about all of these games, like I don't know if

I mentioned it on this on the show before, but even once we wrap up 6 and 4 Remake, like I think

I'm gonna play the Revelations game soon and stuff like that. Like I just, I'm totally in the zone with Resident Evil now. Like these are not wearing on me. I've really enjoyed playing through them

all kind of back to back to back here. Final question for you, and it kind of ties in with the legacy logically obviously as people have started to talk about it we just kind of had this discussion with Code Veronica and one but logically they just remade two three four chronologically five would be next up do you think a five remake should happen and if it did like

what would you you kind of mentioned some of the things you would want but like what does that look

like and do you think there's any chance that they do remake this one soon soon i don't know about

Because we're at a fork in the road.

It could go back to the original,

it could go to Code Veronica, or it could go to 5.

I do think the next game that's coming out is 9.

And then the remake will,

whatever the next remake will be, will be after that.

So I'm not quite sure.

Do I think a 5 remake should happen?

Yes.

I think actually the market is quite primed

for a 5 remake.

Co-op games have kind of gone away.

I feel like this would be a good thing to tap into nowadays honestly.

- Yeah, but we do see some success in that,

and there's the whole live service hanging out,

playing online with your friends thing that is so dominant.

Now granted that is in a more MMO or free to play capacity,

this doesn't fit into that.

But being able to play with your friends,

I think is more important than ever these days.

I think there's a lot of potential here for a remake.

A more cohesive, connected layout.

Instead of chapter interstitials,
it's the world has an opportunity
to flow together more naturally.

There is clearly potential for a visual overhaul
just in the color palette and density of environments.

They could really explore Africa in a cool way
and maybe even fix some of the,
the whole Tomb Raider temple thing just doesn't feel right.

Maybe that can be reassessed to fit more thematically.

But there's just such a cool,
boss designs could be improved to be more grandiose
and grotesque and unique.

There's awesome potential here.

And I think it would be great to see a remake of this game.

And also, the technology today,
there's massive potential just for better
single player AI partners.

Look at things like The Last of Us or God of War.

those games have competent enough single player allies that would make this a better game
for

people that don't want to play with someone else. But I do think that there's a lot of potential
here for a remake. Personally I don't think this game needs a remake anytime soon. I think
there is

again potential like you were saying with what they could do with a new version of this one.

But this is not, there are two to three other games in the Resident Evil series I would like

to see them remake before this one. I think a lot of that stems from the fact that once we hit the HD era, I feel like games like that are a little bit easier to go back to. Maybe that is not true across the board, but this game is going on 15 years old and it felt pretty... like I didn't...

I mean there were some control annoyances and stuff like that and we had little qualms with the mechanics here and there. But for the most part I feel like this game and most games from that era have aged relatively well. And it's the same sort of thing I think with like why people were so put off with like Naughty Dog when they remade The Last of Us. It's like well we don't need that. Like a lot of games from that era I believe people still think are pretty easy to return to. Now we've seen other things lately that have suggested otherwise like Dead Space getting

remake is another game that came out in the same kind of time as Resident Evil 5 here. So there's

There's clearly a lot of potential to go back and remake games from that era and bring them back and people will respond positively to them.

So in that sense, if they did remake Resident Evil 5, yeah, again, there are some cool things, cool ideas they could implement and they could modernize it a lot and I think it would be really fun.

And to just mention this too, I don't either, this is kind of a spoiler for 4 Remake, but not really.

>> Oh, I was gonna bring this up too.

but they dropped hints in 4 Remake 2. Excella is shown briefly, and they also show the flowery area

where the Ouroboros or whatever is growing in 5 that you find in the middle of that temple. They

allude to those things in 4 Remake. So is that Capcom tipping its hand that they are going to remake 5 next? I don't know, but it's cool that they can tie those threads together a little bit more now. So yeah, again, it's not the one that I think needs to come next because I do, again, we just played this game in 2023 and I felt like we both came away quite positive from it and it holds up well and I don't think it's gonna just all of a sudden age terribly within the next year or

two. So if they put off remaking this one for let's say five or six years, I think it would be better served to come out at some point like that. But yeah, one day I think they can return to this one and I think people will be happy. And again, like you said, the market's primed for more co-op and multiplayer experiences because I just don't feel like we get that stuff anymore. And more than anything, that's what stands out to me about this game again, is the co-op and the shared experience that we have in my just kind of... I miss that era. Like, there used to be so many games I would play back in the day on my couch with my friends, you know, let's run the Halo campaign on Legendary, let's run Gears Co-op, let's do this, like those experiences aren't as common nowadays. So I feel like to bring it back with an RE5 remake would be cool. And I would very much be interested in playing this game alongside you once again in a new remade iteration.

It would be very fun.

I will just say, co-op VR campaign, do it Capcom, let's do it, there's plenty of co-op shooters in VR.

I think you better start hoping that PSVR 2 sells better if you want that to happen.

Do it, do it, co-op VR, that would be awesome.

You could just hand the items between each other, you could just grab them off your body and hand them to the person next to you.

Be cool.

Have a green herb.

But until then, I think that does it for Resident Evil 5.

Thank you all so much for listening.

If you'd like, you can check out our other seasons over at chaptersselect.com.

We've got, by the time this episode comes out, I think Fast 10 will be out or like out the following week, so that episode will be coming as soon as the two of us

can see that and sit down and record.

So expect to see that in your feed soon.

You can also follow the show on Twitter @chapterselect.

If you'd like, you can find Logan on Twitter

over at Mormint12 and his writing

over at comicbook.com.

Then you can follow myself at maxroberts143,

and then my writing over at maxfrequency.net.

Thank you all so much for listening,

and until next time, adios.

Chapter Select is a Max Frequency production.

This episode was researched, produced,

and edited by me, Max Roberts.

Season five is hosted by Logan Moore and myself.

Season five is all about Resident Evil.

For more on this season,

to chapterselect.com/season5, follow the show @chapterselect, and check out previous seasons

at chapterselect.com.