

Resident Evil series

The Complete Guide

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Chapter 1

Overview

1.1 Resident Evil Portable

This article is about the media franchise. For the first video game in the franchise, see *Resident Evil* (1996 video game). For the first film, see *Resident Evil* (film). For other uses, see *Resident Evil* (disambiguation).

Resident Evil (バイオハザード *Baiohazādo*, literally “Biohazard”) is a horror fiction video game based media franchise created by Shinji Mikami and owned by the video game company Capcom. The franchise focuses around a series of survival horror video games, but has since branched out into comic books, novels and novelizations, sound dramas, a non-canonical series of live-action films and animated sequels to the games, and a variety of associated merchandise, such as action figures. The overarching plot of the series focuses on multiple characters and their roles in recurring outbreaks of zombies and other monsters, initially due to the release of the T-virus, a biological weapon created by the fictional Umbrella Corporation.

The eponymous first game in the series was released in 1996 as a survival horror video game, but the franchise has since grown to encompass other video game genres. The series is a mix of action and horror film-inspired plot-lines, exploration and puzzle solving, but from *Resident Evil 4* onwards, the main series took a more third-person shooter approach with fewer puzzles and greater emphasis on gunplay and weapons upgrading. As of 2014, the video game series has sold 61 million units worldwide. It has become Capcom's biggest ever franchise in terms of sales and marked the start of the “survival horror” genre, which was already influenced by earlier efforts such as *Sweet Home* (also by Capcom) and the *Alone in the Dark* series.

1.1.1 History

See also: List of Resident Evil characters

The survival horror video game *Resident Evil* made its debut on the PlayStation in 1996, and was later ported to the Sega Saturn. It was a critical and commercial success,* [1]

leading to the production of two sequels, *Resident Evil 2* in 1998 and *Resident Evil 3: Nemesis* in 1999, both for the PlayStation. A port of *Resident Evil 2* was released for the Nintendo 64. In addition, ports of all three were released for Windows. The fourth game in the series, *Resident Evil Code: Veronica*, was developed for the Sega Dreamcast and released in 2000, followed by ports of 2 and 3. *Resident Evil Code: Veronica* was later re-released for Dreamcast in Japan in an updated form as *Code: Veronica Complete*, which included slight changes, many of which revolved around story cutscenes. This updated version was later ported to the PlayStation 2 and GameCube under the title *Code: Veronica X*.

Despite earlier announcements that the next game in the series would be released for the PlayStation 2, which resulted in the creation of an unrelated game titled *Devil May Cry*, series' creator and producer Shinji Mikami decided to make the series exclusively for the GameCube.* [2] The next three games in the series—a remake of the original *Resident Evil* and the prequel *Resident Evil Zero*, both released in 2002, as well as *Resident Evil 4*—were all released initially as GameCube exclusives. *Resident Evil 4* was later released for Windows, PlayStation 2 and Wii. In addition, the GameCube received ports of the previous *Resident Evil* sequels. Despite this exclusivity agreement between Capcom and Nintendo, Capcom released several *Resident Evil* titles for the PlayStation 2 that were not considered direct sequels.

A trilogy of GunCon-compatible light gun games known as the *Gun Survivor* series featured first person game play. The first, *Resident Evil Survivor*, was released in 2000 for the PlayStation and PC, but received mediocre reviews.* [3] The subsequent games, *Resident Evil Survivor 2 Code: Veronica* and *Resident Evil: Dead Aim*, fared somewhat better.* [4] *Dead Aim* is actually the fourth *Gun Survivor* game in Japan, with *Gun Survivor 3* being the *Dino Crisis* spin-off *Dino Stalker*. In a similar vein, the *Chronicles* series features first person game play, albeit on an on-rails path. *Resident Evil: The Umbrella Chronicles* was released in 2007 for the Wii, with a follow up, *Resident Evil: The Darkside Chronicles* released in 2009.

Resident Evil Outbreak is an online game for the PlayStation 2, released in 2003, depicting a series of episodic storylines in Raccoon City set during the same time period as

Resident Evil 2 and *3*. It was the first in the series and the first survival horror title to feature cooperative gameplay and online multiplayer support.^{*[5]*[6]} It was followed by a sequel, *Resident Evil Outbreak File #2*. Raccoon City is a metropolis located in the Arklay Mountains of North America that succumbed to the deadly T-virus outbreak and was consequently destroyed via a nuclear missile attack issued by the United States government. The town served a critical junction for the series' progression as one of the main catalysts to Umbrella's downfall as well as the entry point for some of the series' most notable characters.

Resident Evil Gaiden is an action-adventure game for the Game Boy Color featuring an RPG-style combat system. There have also been several downloadable mobile games based on the *Resident Evil* series in Japan. Some of these mobile games have been released in North America and Europe through T-Mobile. At the Sony press conference during the E3 2009, it was announced that *Resident Evil Portable* would be released for the PlayStation Portable.^{*[7]*[8]*[9]} described as an all-new title being developed with “the PSP Go in mind” and “totally different for a *Resident Evil* game”. However, as of 2012, no further announcements have been made, and the game is considered to have been cancelled.^{*[10]*[11]}

In March 2011, Capcom revealed the third-person shooter *Resident Evil: Operation Raccoon City*, which was developed by Slant Six Games for the PlayStation 3, Xbox 360 and Microsoft Windows and released in March 2012. A survival horror game for the Nintendo 3DS, *Resident Evil: Revelations*, was released in February 2012.^{*[12]} In October of the same year, the next numbered entry in the main series, *Resident Evil 6*, was released to mixed reviews,^{*[13]} but enthusiastic pre-order sales.^{*[14]}

HD Collections released HD ports of *Resident Evil 4*, *Resident Evil: Code Veronica X*, *Resident Evil: The Umbrella Chronicles*, and *Resident Evil: The Darkside Chronicles*.

In 2013, producer Masachika Kawata said the *Resident Evil* franchise would return to focus on elements of horror and suspense over action, adding, “Survival horror as a genre is never going to be on the same level, financially, as shooters and much more popular, mainstream games. At the same time, I think we need to have confidence to put money behind these projects, and it doesn't mean we can't focus on what we need to do as a survival horror game to meet fan's needs.”^{*[15]}

Resident Evil: Revelations 2 has been announced for an early 2015 release.^{*[16]}

1.1.2 Additional media

In addition to video games, several other *Resident Evil* merchandise and tie-in products have been released, in-

cluding various films, comic books and novels.

Films

Main article: *Resident Evil* (film series)

Five live action films have been released under the title of *Resident Evil*. These films do not follow the games' premise but do include game characters Jill Valentine, Claire Redfield, Nemesis, Chris Redfield, Carlos Oliveira, Leon S. Kennedy, Ada Wong and Albert Wesker, and were all written and produced by Paul W. S. Anderson. The series' protagonist is Alice, an original character created for these films. Despite a negative reaction from critics, the live action film series has made over \$900 million worldwide.^{*[17]} They are, to date, the only video game adaptations to increase the amount of money made by each successful film.^{*[18]} The series holds the record for the “Most Live-Action Film Adaptations of a Video Game” in the 2012 *Guinness World Records Gamer's Edition*, which also described it as “the most successful movie series to be based on a video game.”^{*[6]}

- *Resident Evil* (2002; directed by Paul W. S. Anderson)
- *Resident Evil: Apocalypse* (2004; directed by Alexander Witt)
- *Resident Evil: Extinction* (2007; directed by Russell Mulcahy)
- *Resident Evil: Afterlife* (2010; directed by Paul W. S. Anderson)
- *Resident Evil: Retribution* (2012; directed by Paul W. S. Anderson)^{*[19]}
- *Resident Evil: The Final Chapter* (TBA; directed by Paul W. S. Anderson)

Two CGI movies have been produced based on the video game series rather than the film franchise, starring Leon S. Kennedy, Claire Redfield and Ada Wong, as well as original characters new to the canon.

- *Resident Evil: Degeneration* (2008; directed by Makoto Kamiya)
- *Resident Evil: Damnation* (2012; directed by Makoto Kamiya)

In addition, there is a stand-alone short film, *Biohazard 4D-Executer* (2000).

The official *Resident Evil* Facebook account recommended Strike to Burn Productions' fan film *Resident Evil:*

Red Falls: “We love seeing all sorts of *Resident Evil* creations which our fans make, this 50 minute fan film is one of the most impressive!” *Resident Evil: Red Falls* takes place between *Resident Evil 5* and *Resident Evil 6*.

Novels

The earliest *Resident Evil* novel was Hiroyuki Ariga's novella *Biohazard: The Beginning* published in 1997 as a portion of the book *The True Story of Biohazard*, which was given away as a pre-order bonus with the Saturn version of *Biohazard*. The story serves as a prelude to the events of the original *Resident Evil*, in which Chris investigates the disappearance of his missing friend, Billy Rabbitson.

S. D. Perry has written novelizations of the first five games, as well as two original novels taking place between games. Her seven titles are:

- *The Umbrella Conspiracy*, a novelization of the first game.
- *Caliban Cove*, an original novel set after the first game.
- *City of the Dead*, a novelization of *Resident Evil 2*.
- *Underworld*, another original novel set after *Resident Evil 2*
- *Nemesis*, a novelization of the third installment of the franchise.
- *Code: Veronica*, a novelization of the homonymous game.
- *Zero Hour*, a novelization of the prequel game.

The novels often took liberties with the plot of the games by exploring events occurring outside and beyond the games. This often meant that the novels would later be contradicted by the games and, on a few occasions, themselves.* [20] One notable addition from the novels is the original character Trent, who often served as a mysterious behind-the-scenes string-puller who aided the main characters. Perry's novels were translated and released in Japan with new cover arts by Wolfina.* [21] Perry's novels, particularly *The Umbrella Conspiracy*, also alluded to events in *Biohazard: The Beginning*, such as the disappearance of Billy Rabbitson and Brian Irons' bid to run for Mayor. A reprinting of Perry's novels with new cover artwork began in 2012 to coincide with the release of *Resident Evil: Retribution* and its respective novelization.

There was also a trilogy of original *Biohazard* novels in Japan. *Hokkai no Yōjū* (北海の妖獣, lit. “The Strange Beast of the North Sea”) was published in 1998 and was written by Kyū Asakura and the staff of Flagship. Two additional novels were published in 2002, *To the Liberty* by Suien Kimura and *Rose Blank* by Tadashi Aizawa.

While no official English translation of these novels has been published yet, the last two books were translated into German and published in 2006.

Novelizations of four of the five films; *Genesis*, *Apocalypse*, *Extinction* and *Retribution*, were written by Keith R. A. DeCandido, while *Retribution* was written by John Shirley, though *Afterlife* did not receive a novelization. The *Genesis* novel was published over two years after that film's release while the *Extinction* novel was released in late July 2007, two months before the film's release. There was also a Japanese novelization of the first film, unrelated to DeCandido's version, written by Osamu Makino. Makino also wrote two novels based on the game *Resident Evil: The Umbrella Chronicles*. The books are a two-part direct novelization of the game and have been published in Japanese and German only. The first novel which was titled *Biohazard: The Umbrella Chronicles Side A* in Japan and *Resident Evil: The Umbrella Chronicles 1* in Germany was released on December 22, 2007. The second novel which was titled *Biohazard: The Umbrella Chronicles Side B* in Japan and *Resident Evil: The Umbrella Chronicles 2* in Germany was published in January 2008.

Comics

In 1997, Marvel Comics published a single-issue prologue comic based on the original *Resident Evil*, released through a promotional giveaway alongside the original PlayStation game.

In 1998, Wildstorm began producing a monthly comic book series based on the first two games titled *Resident Evil: The Official Comic Magazine*, which lasted five issues. The first four issues were published by Image, while the fifth and final issue was published by Wildstorm themselves. Each issue was a compilation of short stories that were both adaptations of events from the games, as well as related side-stories. Like the Perry novels, the comics also explored events occurring beyond *Resident Evil 2* (the latest game during the series' publication) and thus were contradicted by later games. Wildstorm also published a four-issue miniseries titled *Resident Evil: Fire & Ice*, which depicted the ordeal of Charlie Team, a third STARS team created specifically for the comic. In 2009, Wildstorm reprinted *Fire & Ice* in a trade paperback collection.* [22]

In Hong Kong, there has been officially licensed *Biohazard* manhua adaptations of *Biohazard 3* and *Code: Veronica* by Lee Chung Hing. The latter was translated into English and published by Wildstorm as a series of four graphic novel collections.

In 2009, Wildstorm began publishing a comic book prequel to *Resident Evil 5*, simply titled *Resident Evil*, which centers around two original members of the BSAA named Mina Gere and Holiday Sugarman. Written by Ricardo Sanchez and illustrated by Kevin Sharpe and Jim

Clark, the first issue was published on March 11, 2009. On November 11, 2009, the third issue was released and the fourth was released March 24, 2010. The sixth and final book was finally published in February 2011.*[23]

Merchandise



Resident Evil *theme restaurant*

Over the years, various toy companies have acquired the *Resident Evil* license and each producing their own unique line of *Resident Evil* action figures or models.*[24] These include, but not limited to, Toy Biz, Palisades Toys, NECA and Hot Toys.

Tokyo Marui also produced replicas of the guns used in the *Resident Evil* series in the form of gas blow-back airsoft guns. Some models included the STARS Beretta featured in *Resident Evil 3*, and the Desert Eagle in a limited edition that came with other memorabilia in a wooden case, along with the Gold Lugers from *Code: Veronica* and the “Samurai Edge” pistol from the *Resident Evil* remake. Other merchandise includes an energy drink called “T-Virus Antidote”.

Resident Evil Archives is a reference guide of the *Resident Evil* series written by staff members of Capcom. It was translated into English and published by BradyGames. The guide describes and summarizes all of the key events that occur in *Resident Evil Zero*, *Resident Evil*, *Resident Evil 2*, *Resident Evil 3*, and *Code: Veronica*. Along with the main plot analysis, it also contains character relationship charts, artwork, item descriptions and file transcripts for all five games. A second Archives book was later released in December 2011 and covers *Resident Evil 4*, *Resident Evil 5*, the new scenarios detailed in *Resident Evil: The Umbrella Chronicles* and *Resident Evil: The Darkside Chronicles*, and the 2008 CGI movie, *Resident Evil: Degeneration*. The second Archives volume was also translated by Capcom and published by BradyGames.

Resident Evil theme restaurant Biohazard Cafe & Grill S.T.A.R.S. opened in Tokyo in 2012.*[25] Halloween Horror Nights 2013, held at Universal Orlando, featured a haunted house titled *Resident Evil: Escape from Raccoon City*, based on *Resident Evil 2* and *Resident Evil 3: Nemesis*.*[26]

1.1.3 Reception



Resident Evil *cosplay group at Lucca Comics & Games 2012 in Italy*

Using horror elements, puzzle solving, and a lot of action, most of the games in the main *Resident Evil* series have been released to positive reviews. Some of the games, most notably *Resident Evil*, *Resident Evil 2* and *Resident Evil 4*, have been bestowed with multiple Game of the Year honors and often placed on lists of the best video games ever made.

In 2012, *Complex* ranked *Resident Evil* at number 22 on the list of the best video game franchises.*[100] That same year, G4tv called it “one of the most successful series in gaming history.”*[101] The series has sold 62 million units as of September 30, 2014.*[102]

1.1.4 See also

- Genetic engineering in fiction
- List of zombie video games
- *Alone in the Dark* – a survival horror video game which inspired *Resident Evil*.
- *Dead Rising* - a similar video game series from Capcom.
- *Devil May Cry* – a video game series from Capcom, The first of which was originally planned to be *Resident Evil 4*.
- *Dino Crisis* – a similar video game series from Capcom.
- *Onimusha* – a similar video game series from Capcom.
- *Silent Hill* – a survival horror video game series regarded as the primary rival of *Resident Evil*.*[103]
- *Sweet Home* – a survival horror game which inspired *Resident Evil*.
- *The Evil Within* – a survival horror game made by the series original creator, Shinji Mikami.

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1.1.6 External links

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- Resident Evil Wiki

Chapter 2

Characters

2.1 Sherry Birkin

This list of *Resident Evil* characters includes playable and recurring characters that were introduced in the *Resident Evil* series of survival horror video games. The characters are described, below, using in-universe tone. Also, the fate of each character is revealed, along with that of related characters in the plot of the games, films or books, in each section below.

2.1.1 Main characters

Albert Wesker

Main article: Albert Wesker

Chris Redfield

Main article: Chris Redfield

Jill Valentine

Main article: Jill Valentine

Leon S. Kennedy

Main article: Leon S. Kennedy

Claire Redfield

Main article: Claire Redfield

2.1.2 Main organizations and members

STARS

STARS (Special Tactics And Rescue Service, always written as **S.T.A.R.S.** by Capcom) is a special force in the Raccoon Police Department, introduced in the original *Resident Evil* and disbanded before the events of the sequel. Its key members included **Albert Wesker**, **Barry Burton**, **Brad Vickers**, **Chris Redfield**, **Enrico Marini**, **Forest Speyer**, **Jill Valentine**, **Joseph Frost**, **Kenneth J. Sullivan**, **Rebecca Chambers** and **Richard Aiken**.^[1]

Besides Chris, Jill, and Wesker, four more STARS members are major characters in the game series:

Barry Burton

Voiced by: Barry Gjerde (*RE*),^{*[2]} Ed Smaron (*REmake*), Jamieson Price (*RE5*)

Played by: Gregory (*RE* live-action cutscenes), Kevin Durand (*Retribution*)

Barry Burton (バリー・バートン *Barī Bāton*) is a middle-aged (38-year-old in the original *Resident Evil*^{*[3]}) SWAT-veteran^{*[1]} and STARS Alpha Team's weapons specialist. In the original *Resident Evil*, Barry plays a supporting role in Jill's story while only appearing briefly in the opening scene of Chris' scenario. During the course of the game, it is revealed that he was blackmailed into betraying his teammates by Albert Wesker who threatened to harm his family if he refused. He returns in *Resident Evil 3: Nemesis*, helping Jill and Carlos escape from Raccoon City before its destruction. Barry also appears in the non-canonical game *Resident Evil Gaiden* as one of its two player characters, and as a DLC character in the *Resident Evil 5* Mercenaries Reunion mode.^{*[3]} After non-canon appearances in games, Barry will be a playable character in *Resident Evil: Revelations 2* in which he will try to save his daughter, Moira, and the returning Claire Redfield, who are taken to an island.^{*[4]} He also meets a little girl.

PlayStation Universe described Barry as “something of a legend among *RE* aficionados, thanks in no small part to his utterly laughable dialogue segments in the original *Resident Evil*,” adding that “he also remains one of the

most genuinely likeable characters in the franchise, especially after the chaps at Capcom polished up his hammy ways for the GameCube remake.” *[3] In 2010, Joystick Division ranked him as the fifth top supporting character in video game history.*[5]

Brad Vickers

Voiced by: Evan Sabba (*RE3*), Adam Paul (*REmake*), Johnny Yong Bosch (*The Umbrella Chronicles*)

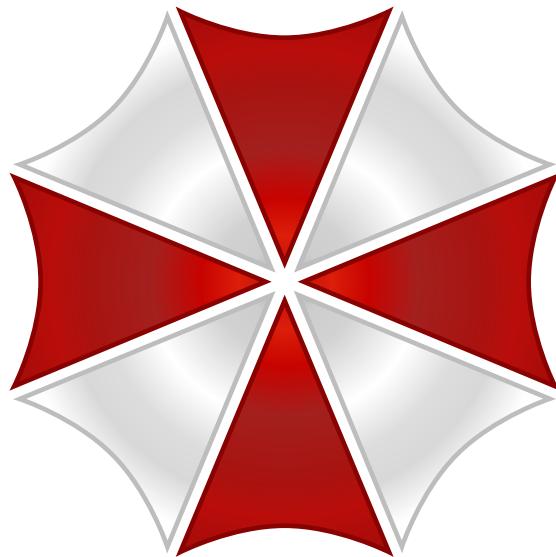
Brad Vickers (ブルッド・ヴィックス *Buraddo Vikkāzu*) is STARS' helicopter pilot and Alpha team's computer and information expert, nicknamed “Chick-enheart”.*[1] He leaves his teammates stranded in the forest during the opening of the first *Resident Evil* after panicking, but returns at the end of the game to save the survivors (Jill, Chris, Barry, and Rebecca). In *Resident Evil 3*, despite trying to avoid any further involvement in the events surrounding Umbrella, Brad is targeted by the Nemesis and eventually killed. He can be seen as a zombie in front of the police department in *Resident Evil 2* if the player meets certain goals.*[6]

Rebecca Chambers Main article: *Rebecca Chambers (character)*

Richard Aiken

Voiced by: Joe Whyte (*REmake*), Yuri Lowenthal (*The Umbrella Chronicles*)

Richard Aiken (リチャード・エイケン *Richādo Eiken*) is the STARS' radio communications specialist* [1] and one of the Bravo Team members involved in the Spencer Mansion Incident. In the original *Resident Evil* game, he is found on the east wing of the Mansion's second floor, severely wounded and poisoned by a giant snake. After a brief detour to collect antivenom, Richard dies, either after imparting information and a radio (if the player returns quickly), or prior to their return. In the remake version, whilst playing as Jill, Richard (voiced by Joe Whyte) will accompany the player into the fight with Yawn, sacrificing himself to push her away from a lethal attack, and being ingested by the snake. Whilst playing as Chris, Richard will be killed during the encounter with the shark-based Neptune monster. In the novel *The Umbrella Conspiracy*, Richard is found by Chris and Rebecca already dead from the poison. In *Resident Evil: The Umbrella Chronicles*, Richard is a companion of Rebecca. He is one of the playable characters in the multiplayer mode of *Resident Evil: Deadly Silence*.



Umbrella Corporation symbol

Umbrella Corporation

The Umbrella Corporation is a corrupt international pharmaceutical company in the *Resident Evil* universe. Founded in the late 1960s by prominent British royal descendants Ozwell E. Spencer and Edward Ashford, it is portrayed in the games as a major international player in pharmaceutical goods and medical supplies, along with more clandestine operations utilizing genetic engineering, their legitimate status being only a front for their secret research of bio-organic weapons, developed through the use of a unique virus discovered by the company founders shortly after World War II.*[7] The company is also presented as having a more public face, producing cosmetics, consumer products and foods. One of Umbrella's subsidiaries is UBCS (Umbrella Biohazard Countermeasure Service), a private military company with a highly trained security force composed mostly of war criminals and exiled soldiers* [8] and capable of rescue and reconnaissance paramilitary operations; the corporation also uses its top-secret special forces group to secure and protect its assets and high profile employees. Umbrella established multiple secret research facilities to develop various bio-weapons. Its most prominent research facility is located in the Arklay Mountains, just outside of Raccoon City, which was able to develop the “T-virus”, a powerful mutagen that could dramatically alter living and recently dead organisms. The virus leaks and contaminates most of the Arklay Facility and its surrounding area, setting the stage for the first *Resident Evil* game.

Alexia Ashford

Voiced by: Leila Johnson (*Code Veronica*), Karen Strassman (*The Darkside Chronicles*)

Alexia Ashford (アレクシア・アシュフォード *Arekushia Ashufōdo*) is the primary antagonist of *Resident Evil Code: Veronica*. Along with her twin brother, Alfred, she is the product of an experiment by her father, the Umbrella's chief senior researcher Alexander (the son of the corporation's deceased co-founder Edward Ashford; he was later himself turned by Alexia into an undead monster called Nosferatu), in which the genetic material of ancestor Veronica Ashford was inserted into an embryo and implanted in a surrogate mother in an attempt to reproduce Veronica's legendary intelligence and beauty. Having successfully inherited these traits, Alexia sought to become an unstoppable world dictator by injecting herself with the T-Veronica Virus and freezing herself for several years in order to retain her own personality and allow her body to control the virus, rather than vice-versa. She awakes during the events of *Code Veronica*, after her brother Alfred dies. In revenge for this, she sends one of her tentacle monsters to capture Claire and Steve, experimenting on the latter and turning him into a large monster. She is confronted by Albert Wesker towards the end of the game and mutates into her first form. The two battle and she drives him off, but is then defeated by Chris. She revives and appears at the very end of the game as the last boss, mutating into another 2 forms before Chris kills her for good with the Linear Launcher.

In 2009, IGN ranked her as the series' most fearsome villain.*[9]

Carlos Oliveira

Voiced by: Vince Corazza (*RE3*), Kim Strauss (*The Umbrella Chronicles*), Gideon Emery (*Operation Raccoon City*), Hiroki Yasumoto (*Operation Raccoon City* (Japanese))

Played by: Oded Fehr (*Apocalypse, Extinction, Retribution*)

Carlos Oliveira (カルロス・オリヴェイラ *Karurosu Oriveira*), Brazilian and the second main character of *Resident Evil 3*,*[8] is a mercenary and a former member of a South American communist guerrilla group. After the government forces wiped out his organization, Carlos was scouted out by the Umbrella Corporation to join the Umbrella's UBCS. He joined the force and was assigned to Delta Platoon, Company A (serving along with Nicholai Ginovaef and Mikhail Victor) in charge of heavy firearms and weapons maintenance.*[8] Despite his violent background, he is warm-hearted and known for joking around.*[10] In *Resident Evil 3*, Carlos assists Jill Valentine throughout the game as the two of them attempt to escape Raccoon City. At one point Jill becomes infected by the T-virus after a battle with the Nemesis. At this point Carlos becomes playable so that the player can prepare a vaccine for Jill. Ultimately he is successful in escaping the city along with Jill. He reprises his role in *The Umbrella Chronicles*. The events of *Resident*

Evil 3 are revisited in *The Umbrella Chronicles* scenario “Raccoon's Destruction”, in which Carlos is a playable character alongside Jill Valentine. In the live action films his name is spelled *Olivera*, indicating a character background change from Brazil (Portuguese, “Oliveira”) to some other Latin American country (Spanish, “Olivera”).

HUNK

Voiced by: Keith Silverstein (*The Umbrella Chronicles, The Darkside Chronicles, Operation Raccoon City, Revelations*), Masaki Terasoma (*Operation Raccoon City* (Japanese))

HUNK (ハンク *HANKU*) is a member of the Umbrella Security Service Unit in *Resident Evil 2*,*[11] also known as “Mr. Death”, for being the sole survivor of several units he had previously taken part.*[12] HUNK appears in *Resident Evil 2* and is playable in a secret minigame entitled “4th Survivor”. This short scenario entails HUNK's journey to escape Raccoon City, beginning with his awakening in the sewers and eventually leading to his extraction from the city. He is the only member of his unit to survive the attack of the mutated William Birkin that takes place shortly after he secured samples of the G-virus for Umbrella.*[11] He reappears in *The Umbrella Chronicles*, in a remake of the “4th Survivor” scenario where the player must reach the helipad for extraction from Raccoon City, and during the “Memories of a Lost City” scenario in *Resident Evil: The Darkside Chronicles*.*[13] HUNK is playable in the “Mercenaries” minigame in *Resident Evil 4*, but has no relation to the story.*[13] HUNK appears as a side character in *Resident Evil: Operation Raccoon City*, where he works with other Umbrella Security Service operatives to recover a sample of the G-virus prior to the events of *Resident Evil 2*. He is also a playable character in *Resident Evil: The Mercenaries 3D* and *Resident Evil Revelations*.

James Marcus James Marcus (ジェームス・マーカス *Jēmu-su Mākasu*) is the one of the primary antagonists in *Resident Evil Series*. Years before the events of the first *Resident Evil*, he was one of the top researchers of the Umbrella Corporation and a head of its personnel training facility, personally appointed by Ozwell E. Spencer to work with the Mother virus. In this capacity, Marcus played an integral role in developing the T-virus and the Tyrant and Nemesis programs, also conducting extensive research on leeches that led to the development of the G-virus, up until his sudden disappearance in 1988.*[14] Spencer betrayed him by sending Marcus' direct subordinates, Albert Wesker and William Birkin, to murder him and steal his research.*[15] Approximately a decade later, Marcus rises from the dead with the aid of his leeches.*[16] He exacts his vengeance upon Spencer by contaminating the Spencer Mansion, one of the Um-

brella Corporation's secret research facilities, with the T-virus, which trigger the events of the first *Resident Evil* game.*[17] Marcus plays a larger role in the game's prequel, *Resident Evil Zero*, which details the accounts of his resurrection, vendetta, and ultimate downfall at the hands of Rebecca Chambers and Billy Coen. He also appears in *The Umbrella Chronicles*.*[18]

Mikhail Victor

Voiced by: Ben Campbell (*RE3*)

Mikhail Victor (ミハイル・ヴィクトール *Mihairu Vikutōru*) is the leader of the UBCS Delta platoon that both Nicholai and Carlos are part of. According to his backstory, Mikhail is from Saint Petersburg, Russia, and had originally served in the army before joining a rebel group. Mikhail was eventually arrested by Russian government forces and convicted of acts of terrorism. He was then coerced into leading the UBCS in exchange for his men's freedom.*[19] In the game, he appears already wounded, choosing to sacrifice his own life to save Jill and Carlos as he dies when he is blown apart by his own grenade in a failed attempt to destroy the Nemesis. In an early draft of the story, Mikhail was originally scripted to be Nicholai's older brother (hence, his original name was Mikhail Ginovaef).*[19] He is the only one of the main UBCS operatives not to appear in the film *Resident Evil: Apocalypse*, being replaced by an original character named Yuri Loginova.

Nikolai Zinoviev

Voiced by: Roger Honeywell (*RE3*), Rick D. Wasserman (*Operation Raccoon City*), Kenta Miyake (*Operation Raccoon City* (Japanese))

Played by: Zack Ward (*Apocalypse*)

Nikolai Zinoviev (ニコライ・ジノビエフ *Nikorai Jino-bieu*) is a member of the UBCS Delta platoon, Company B. According to his backstory, Nikolai is from Moscow and served in the Russian Spetsnaz before joining the UBCS. He also has an unspoken rivalry with HUNK from *Resident Evil 2*. Nikolai meets Jill as one of the few surviving operatives from the Delta platoon, along with Carlos and Mikhail. He disappears after an event in the first half of the game and is presumed dead until another encounter with him. Nicholai is in fact one of the Supervisors, UBCS operatives assigned to watch and gather combat data as their comrades fight against Umbrella's bio-weapons. Nikolai's fate varies depending on which route the player takes. In one scene, he is slaughtered by the Nemesis and his corpse is left hanging in an air duct. Another possible outcome shows Nikolai stealing Jill's intended escape helicopter. At this point, the player has the option of attempting to negotiate with him, in which he escapes from the city successfully, or choose

to fight back against Nicholai, destroying the helicopter along with him. The English localization of *Resident Evil Survivor* features a document supposedly authored by Nikolai after the events of *Nemesis*. The file is different in the original Japanese version and the Chinese localization of the PC port. The third entry of the document (the portion dated after the events of *Nemesis*) was actually authored by the "Umbrella B.O.W. Development Staff", rather than Nikolai.*[20] Nikolai also appears in *Resident Evil Outbreak* in the final scenario "Decisions, Decisions" which depicts the character conducting another mission occurring during the same time period as the second half of *Resident Evil 3*. He is mentioned in *The Umbrella Chronicles*, where he is referred to by the code-name "Silver Fox". Nikolai's role in *Resident Evil: Operation Raccoon City* was stopping Wolfpack from completing their mission objective. The character was adapted for the film *Resident Evil: Apocalypse*, although the film features a more heroic depiction of Nicholai, which differs from the game's original antagonistic portrayal. His name is incorrectly translated as "Nicholai Ginovaef" in the English localization and the film's official novelization renamed him as **Nicholai Sokolov**.

Lord Osweill E. Spencer

Voiced by: Adam D. Clark (*RE5*)

Motion capture: Adam D. Clark (*RE5*)

Lord Osweill E. Spencer (オズウェル・E・スペンサー *Ozuweru E Supensā*) is one of *Resident Evil*'s most important and mysterious characters. In the series, he is the owner and co-founder of the Umbrella Corporation, a pharmaceutical drug company that secretly manufactures bio-organic weapons.*[21] His colleagues, James Marcus and Edward Ashford, join his company, but show more interest in studying the newly discovered Progenitor virus.*[21] Eventually, Edward Ashford dies, and Spencer seizes control of the company and its research by sending his subordinates, Albert Wesker and William Birkin, to assassinate Marcus.*[15]*[22] Spencer conducts some of his company's research in the Arklay Research Facility, in the Arklay Mountains. He hires George Trevor, a famed architect to construct a mansion to conceal the facility.*[23] Spencer's plans progress smoothly, until Marcus returns from the dead,*[16] and begins to seek revenge with the help of his test subjects. Marcus destroys one of Spencer's luxury trains, and causes a viral outbreak in the Arklay Research Facility.*[17] The outbreak spreads throughout the region, sparking the events of *Resident Evil Zero* and the original *Resident Evil*. The virus subsequently spreads to Raccoon City during the events of *Resident Evil 2* and *Resident Evil 3: Nemesis*, prompting the U.S. government to contain the outbreak by ordering the destruction of the city.*[24] After the city's destruction, Spencer attempts to disguise the incident as a government conspiracy by hiring top

lawyers and false witnesses. His actions prolong the legal proceedings, and allow the Umbrella Corporation to stay afloat for five more years. Ultimately, Wesker betrays Spencer by handing over secret documents to the U.S. government,*[25] and seals Spencer's doom by personally testifying against him in court. Umbrella's business license is summarily suspended, and the U.S. government works swiftly to dismantle the remains of the organization.*[26] After Umbrella's public fall from grace, Spencer retreats to his mansion in Europe. He is eventually located by Chris Redfield and Jill Valentine prior to the events of *Resident Evil 5*, but is swiftly killed by Albert Wesker before the two can reach him. His first name is localized as *Ozwell* in the English version.

Sergei Vladimir

Voiced by: Patrick Seitz (*The Umbrella Chronicles*)

Sergei Vladimir (セルゲイ・ウラジミール *Serugei Urajimīru*) is a high-ranking Russian employee of Umbrella and the main antagonist of *Resident Evil: The Umbrella Chronicles*. Following the fall of the Soviet Union, he approached the Umbrella Corporation and quickly became one of the company's top officers. He became personally acquainted with Umbrella founder Ozwell E. Spencer, who began to rely on Sergei as a loyal and effective enforcer. Sergei subsequently formed and led Umbrella's UBCS,*[27] as well as Umbrella's internal espionage organization, Monitor. Agents that answered directly to Sergei include the likes of Nicholai Ginovaef. Sergei undertakes the Umbrella Corporation's most important tasks through the *Resident Evil* series, including stealing the Red Queen from the Arklay Research Facility, extracting Ozwell Spencer from Raccoon City before its destruction, and securing important research information.*[28] Sergei is killed by Albert Wesker while attempting to prevent him from stealing a database containing the Umbrella Corporation's most important documents and research data.*[29]

William Birkin

Voiced by: Diego Matamoros (*RE2*), T.J. Rotolo (*The Darkside Chronicles, Operation Raccoon City*)

Played by: Jason Isaacs (*RE*)

William Birkin (ウィリアム・バーキン *Wiriamu Bākin*) is one of the main antagonists of *Resident Evil Series*. After completing his G-virus project, he is mortally wounded by agents of the Umbrella Special Forces and his work is stolen. Left for dead, he injects himself with the G-virus, thus turning himself into a monster. He then kills his attackers, causing a T-virus vial to be leaked into

the city's drainage system, resulting in the zombie outbreak in Raccoon City. During the course of the game, he encounters the main characters, Claire Redfield and Leon S. Kennedy, as he undergoes gradual mutation and begins losing any semblance of his original human form. He is eventually defeated by Claire and Leon, with the help of his daughter Sherry. Birkin is mentioned in *Wesker's Report* as the scientist who helped Wesker fake his death and is retroactively mentioned in the GameCube remake of the first *Resident Evil*. He also makes an appearance in *Resident Evil Zero*, where he assists Wesker from behind the scenes, and also appears in a cutscene in *The Umbrella Chronicles* along with Albert Wesker.*[30] In the first *Resident Evil* film, Birkin makes an uncredited cameo appearance as the head of the Nemesis project, who was also the film's narrator. According to an audio commentary by Paul W. S. Anderson, Isaacs was planned to reprise this role in the sequel *Resident Evil: Apocalypse*, but left the project for undisclosed reasons; an original character named Dr. Sam Isaacs (played by Iain Glen) was created to fulfill Birkin's role in the sequel. In 2012, IGN ranked the transformed Birkin as the second best boss in the series, calling him "a terrible abomination - one that is not easily forgotten." *[31]

BSAA

The B.S.A.A. (Bioterrorism Security Assessment Alliance), is a private military company formed between the events of *Resident Evil 4* and *Resident Evil 5*, was founded by Jill Valentine, Chris Redfield, Clive R. O'Brian, and eight others after the fall of Umbrella, with the aim of combating the increasing numbers of B.O.W.s being sold on the black market. Originally a non-government organization, the B.S.A.A. was placed under United Nations Security Council control when the U.S. government funded Federal Bioterrorism Commission (F.B.C.) was revealed to be corrupt.

Jessica Sherawat

Voiced by: Ali Hillis (*Revelations*), Nana Mizuki (*Revelations* (Japanese))

Jessica Sherawat was a member of the F.B.C., where she worked with Parker Luciani. She later became a member of the B.S.A.A. and worked with Chris Redfield in their investigation of Veltro in 2005. Most importantly, Jessica is secretly an agent working for the corrupt Morgan Lansdale and, above all, for Tricell Incorporated. As such, she betrays Chris and the B.S.A.A.. She survives the ordeal, though, goes into hiding and is given a sample of the T-Abyss virus by Raymond Vester.

Josh Stone

Voiced by: T.J. Storm (*RE5*)

Motion-capture: T.J. Storm (*RE5*)

Josh Stone is a member of the B.S.A.A.'s division in West Africa in 2008. He was the leader of Delta Team for the Kijuju mission. Josh was also the Captain of the first team Sheva Alomar joined the B.S.A.A. and trained Sheva for eight months. After her training was complete, Sheva and Josh developed an extremely close relationship in which Josh calls Sheva "the little sister of the team". He is the sole survivor of the slaughter of his team in *RE5* and assists Sheva, Chris Redfield and later Jill Valentine in stopping Albert Wesker once and for all. He survives the events of Resident Evil 5.

Parker Luciani

Voiced by: Kirk Thornton (*Revelations*), Mitsuhiro Miyamoto (*Revelations* (Japanese))

Parker was originally a member of the FBC tasked with helping out during the 2004 Veltro terrorist attack of Terragrigia. However he and his partner Jessica Sherawat barely managed to make it out alive and fled into the FBC building. During their trip to the Command Room, they met and saved the new cadet Raymond Vester. He and Parker then bonded. At the command room, they met Morgan Lansdale collaborating with Jack Norman, and in the midst of betraying him. After that, the group escaped the city. In 2005, Parker and Jill followed Chris Redfield and Jessica's last known coordinates to a stranded cruise ship named Queen Zenobia in the Mediterranean Sea. They realize that the entire crew of the Queen Zenobia had been turned into monstrous bio organic weapons named Ooze and are forced to fight for their lives. On the ship's bridge, they are surprised to meet none other than Vester who claims to be here by orders of the FBC. After Jessica is revealed to be a traitor, she sets the Queen Zenobia to self-destruct. Parker was later seen dangling above end then falling into a series of explosions after the floor he was standing on collapses. It is ultimately revealed that Raymond Vester saved Parker from the explosion. Parker was then found adrift off the shore of the Republic of Malta in the Mediterranean Sea. He resumed his position as a Special Operations Agent for the BSAA after a month of recovery.

Piers Nivans

Voiced by: Chris Emerson (*RE6*), Shuhei Sakaguchi (*RE6* (Japanese))

Face Model: Adam Crosman (*RE6*)

Piers Nivans was a young ace and member of the North American Branch of the B.S.A.A. He was a gifted marksman, who served under Chris Redfield during the Edonia Civil War in 2012 and the bioterrorist attacks in China

in 2013. On Christmas Eve, 2012, Piers served alongside Chris and a rookie BSAA agent named Finn during a military operation in Edonia against the militia stationed there (all infected with the C-virus, thus dubbed as Javo). During the operation, the team encountered US government agent Sherry Birkin and mercenary Jake Muller (whom Piers had a grudge against due to the latter being aligned with the same men that killed other BSAA teammates). After escorting them to safety (in which Piers complies reluctantly), the team search the city hall where they run into a lady who claims herself to be Ada Wong. Ada leads Chris's team into a trap, which results in the deaths and mutations of the other BSAA teammates (including Finn) leaving Chris and Piers as the only survivors. Chris receives amnesia after suffering a blow to the head by the mutated Finn, and is carried to safety by Piers. Chris escapes while being hospitalized, however, and goes Missing in Action. After six months of searching for Chris, Piers found a now heavily drunk Chris in a local bar in Edonia during 2013. At first, Chris didn't remember anything of bioterrorism or the B.S.A.A., or Piers and his dead comrades. However, Piers successfully brought back the memories to surface by forcing him to face the truth and convinced him to return to the B.S.A.A. and help with the mission in Lanshiang, China. As Chris regains his memories, Piers notices how Chris's lust for revenge against Ada is affecting him from focusing on the mission. Eventually Piers manages to convince Chris to let go of his anger and focus on bringing Ada to justice for the sake of all those who have died in the BSAA. He eventually sacrificed himself after infecting himself with the C-virus in order to save Chris.

Sheva Alomar Main article: Sheva Alomar

Non-affiliated

Ada Wong Main article: Ada Wong

Adam Benford

Voiced by: Michael Donovan (*RE6*),
Katsuhiko Sasaki (*RE6* (Japanese))

Motion capture: Richard Epcar (*RE6*)

Adam Benford was the President of the United States in 2013 and the founder of the *Division of Security Operations*, an anti-bioterrorism organization. He was killed in a bioterrorist attack, carried out by Neo-Umbrella, shortly after informing Leon S. Kennedy of his plans to release details about the T-Viral outbreak in Raccoon city in 1998.

Ark Thompson

Voiced by: Patrick Harlan (*Resident Evil: Survivor*)

Ark Thompson is an acquaintance of Leon S. Kennedy who was sent by him to Sheena Island to investigate the Umbrella's facilities there, where the company has its private township, soon after the Raccoon City incident in 1998. He ends up posing as Vincent Goldman, an Umbrella manager, but loses his memory after a helicopter crash. During the game, he is led to believe that he is Vincent Goldman and is mistakenly blamed for the T-virus outbreak on the island. As he investigates, he progressively gets his memories back and confronts the real Vincent Goldman. He eventually escapes the facility before its destruction aboard a helicopter along with Lott and Lily Klein, two children of Umbrella scientists whose parents died in the incident.

Ashley Graham

Voiced by: Carolyn Lawrence (*RE4*)

Motion capture: Yukiko Saitani (*RE4*)

Ashley Graham (アシュリー・グラハム *Ashurī Gurahamu*) is the new U.S. President's daughter in *Resident Evil 4*.^{*[32]} A college student living in Massachusetts, Ashley is abducted by a mysterious cult while attempting to return home.^{*[33]} She is taken to an undisclosed part of Europe and held captive in a village inhabited by humans infected by mind-controlling parasites. The cult's leader, Osmund Saddler, plans to infect her with Las Plagas, to carry out the cult's secret agenda.^{*[34]} She is rescued by Kennedy, and works alongside him to thwart the cult's plans and escape. In addition to being able to receive commands and perform simple tasks, Ashley briefly becomes a playable character for a portion of the game.

GameDaily listed Ashley Graham as part of its “Babe of the Week: Hottest Blondes” feature, adding that they would give her the “pain in the neck” award.^{*[35]} In 2008, *Cracked* listed her as one of the 15 most annoying video game characters, claiming that in their opinion, “developers need to realize that no one likes to defend the weak and defenseless in video games”,^{*[36]} but *PC Games Hardware* included her among the 112 most important female characters in games.^{*[37]} That same year, *GamesRadar* used her as an example of the “pure-hearted love interest”, stating that this kind of character lacks personality,^{*[38]} and also listed her as one of the top seven most irritating video game characters, stating that while she is not completely useless, she is not very resourceful.^{*[39]}

Billy Coen

Voiced by: David Webster (*RE0*), Steve Van Wormer (*The Umbrella Chronicles*)

Billy Coen (比利ー・コーワン *Birī Kōen*) is first mentioned in a police report filed by Rebecca Chambers that can be found in the *Nintendo 64* version of *Resident Evil 2*, foreshadowing the events of the *Resident Evil Zero* prequel. A former Second Lieutenant in the U.S. Marine Corps, Billy is sentenced to death by a military court for massacring 23 people^{*[40]} in murky circumstances during a mission in Africa, but manages to escape en route to his execution. He seeks refuge in the Ecliptic Express, a stranded train, where he meets Rebecca Chambers. The two form an alliance in order to survive, using their talents to discover the Umbrella Corporation’s secrets.^{*[41]} Both characters are monitored by James Marcus, who sends various creatures to subdue them. After revealing the details of his demise, Marcus mutates into the Queen Leech.^{*[41]} In the final battle sequence, Billy and Rebecca destroy the Queen Leech by exploiting its vulnerability to sunlight. Rebecca allows Billy to escape, believing his claims that he is innocent and telling the authorities that he subsequently perished in the Arklay Mountains after their encounter. It is unknown whether he made it out of the forest near Racoon City alive or not. Billy also appears in *The Umbrella Chronicles*.^{*[41]*[42]}

Bruce McGivern

Voiced by: Raj Ramayya (*Dead Aim*), Hiroaki Hirata (*Namco × Capcom*)

When a large amount of a recently developed hybrid viral agent known as the “t+G Virus” is stolen from the Umbrella Pharmaceuticals Development Center in Paris by a former Umbrella researcher, Bruce McGivern is sent in by the U.S. government to retrieve the virus and neutralize the threat in the Atlantic Ocean on board an Umbrella-owned luxury ocean liner, the “Spencer Rain”, whose entire personnel on board have been infected with the t-Virus stolen by the same former researcher, Morpheus D. Duvall, in September 2002. A member of the U.S. Stratcom, McGivern is cocky and brash, and has a tendency to adopt a “shoot first, ask questions later” policy, with little regard for the consequences following his actions. This has often left him in many hostile situations, although in the end, he always somehow comes out on top. Confronted at the very beginning of the game by Duvall, he is saved by Chinese secret agent Fong Ling who throws a grenade at Morpheus (regardless of Bruce's life), seriously wounding the terrorist. He later works with her in order to stop Duvall's plan of unleashing the virus, bringing the fight to an underwater Umbrella secret laboratory which they ultimately destroy as Bruce kills a greatly mutated Duvall. At first at odds with Fong Ling, she and Bruce become closer as the story progresses, particularly after he saves her from an attempt on her life by her own government through the use of satellites armed

with lasers. At the end of the game, it is implied that Bruce will follow her to China where they will likely start a relationship.

Carla Radames See also: Ada Wong

Carla Radames is the primary antagonist of *Resident Evil 6*. Having worked previously as a government researcher, she is the creator of the C-virus, as well as the founder and leader of Neo-Umbrella, orchestrating bioterror attacks in different parts of the planet in order to destroy the current world order. Most importantly, Carla is the evil doppelganger of Ada Wong, created by Derek C. Simmons.

Deborah Harper

Voiced by: Kate Higgins (*RE6*)

Motion capture: Lauren Kim (*RE6*)

Deborah Harper is the younger sister of Helena Harper. In the past, Helena was known to be very protective towards Deborah, having wounded Deborah's abusive ex-boyfriend. In *Resident Evil 6*, the two sisters were held as hostages by Derek C. Simmons in the secret lab underneath the Tall Oaks Cathedral. Helena tried her best to keep a terrified Deborah to be calm and assure her. Helena offered herself to Simmons in exchange for her sister, but her pleas did nothing and Deborah was dragged away. Deborah was later taken to the catacombs of the cathedral, and was injected with C-Virus; however, as she showed no signs of mutation, Deborah was left to die. After Helena and Leon rescue Deborah, they soon arrive at the lower levels of the catacombs, where Deborah becomes very ill before bursting into flames; a goo then hardens into a cocoon around her. As the lower levels then begin to crumble, Deborah emerges with spider-like appendages on her back. Despite Helena's pleas not to harm her sister, Ada reminds her that Deborah has to be killed or else they will die. After the battle, Helena grabs Deborah as she slips and falls over a pit. She then begs for forgiveness, saying she will avenge her sister after she and Leon kill Simmons, and releases Deborah as she falls to her death into the darkness below. At the end of Leon and Helena's campaign, Helena visits Deborah's grave at a cemetery.

Derek C. Simmons

Voiced by: David Lodge (*RE6*), Takayuki Sugō (*RE6* (Japanese))

Derek C. Simmons was a presidential aide to Adam Benford and the main antagonist of Leon's campaign in *Resident Evil 6*. Simmons was a friend to the President for years; however, when Benford decided to go public about

the events of Raccoon City, Simmons was forced to take drastic action to ensure everyone maintained faith in the government. He forced Helena to infect Benford with the C-Virus, using her sister Deborah as a bargaining chip. Simmons was later confronted by Leon S. Kennedy for his involvement; however, he was betrayed by Ada Wong & Carla Radames, who infected him with a massive dose of C-Virus, causing random and painful transformations. Simmons had an unhealthy obsession of Ada Wong; he used the C-Virus in multiple attempts to create a copy of her, but failed repeatedly due to a lack of enough genetic material. Discovering his collaborator and the creator of the C-Virus, Carla Radames, had the genetics he needed, Simmons turned her into a copy of Ada; the process had thoroughly brainwashed her into thinking she was the genuine Ada Wong. Simmons gave her control of soldiers and a private facility; however, unknown to him, a small fragment of Carla's mind still existed and it eventually caused her to go insane and betray him out of revenge.

Fong Ling

Voiced by: Claire O'Connor (*Dead Aim*), Kae Araki (*Namco × Capcom*)

A Chinese intelligence agent employed by the Ministry of State Security, Fong is infamous for her cold and stoic demeanor. Upon learning of her brother's involvement in anti-government activism, Fong arrested him. Following his arrest, Fong's brother was swiftly executed, although she has never questioned the actions of her boss and remains absolutely loyal, stopping at nothing to accomplish her objectives. She is sent by the Chinese government to the Umbrella-owned luxury liner the "Spencer Rain" to stop former Umbrella scientist Morpheus Duvall's plans and retrieve the sample of the virus he stole from an Umbrella's lab in Paris. Initially apathetic towards the presence of a rival operative, Bruce McGivern, going so far as to throw a grenade at Duvall who was holding him at gunpoint, she allies with him in order to stop Duvall. At some point, the Chinese government betrays her and attempts to kill her through the use of satellites armed with lasers. But Bruce saves her. Though greatly shaken by this event, she decides to complete her mission and to keep working for her employers afterward. And from that moment on, she becomes closer to Bruce. After killing Duvall and destroying an Umbrella secret laboratory underwater, it is implied that Bruce will follow her to China where they will likely start a relationship.

Helena Harper

Voiced by: Laura Bailey (*RE6*), Mayuki Sako (*RE6* (Japanese))

Facial model by: Natasha Alam

Helena Harper is an agent in the United States Secret Service, who joined the USSS at some point in 2012. In

2013, she was assigned as a personal bodyguard for the U.S. President, Adam Benford, and was blackmailed by Derek C. Simmons into assisting in the bioterrorist attack in the American town of Tall Oaks. After the President, who had turned into a zombie, was shot in the head and killed by Leon S. Kennedy, Helena -who was filled with guilt over her part in the operation- cooperated with Leon from that point on. Helena also had a sister called Deborah who had been captured and used as a leverage against her by Simmons. Helena was very protective of her, having shot her former abusive boyfriend for the way he treated her. Despite Helena obeying Simmons' orders, he infected Deborah with the C-Virus. As such she turned into a B.O.W and was killed in a fight with Helena, Leon and Ada. Helena and Leon eventually confronted and killed Simmons in Lanshiang, China.

Ingrid Hunnigan

Voiced by: Salli Saffioti (*RE4, Degeneration, Damnation, RE6*), Yū Sugimoto (*Degeneration, Damnation, RE6* (Japanese))

Ingrid Hunnigan is Leon S. Kennedy's link to the United States Secret Service. She assisted him during his missions to rescue Ashley Graham in *Resident Evil 4* and to stop Neo-Umbrella in *Resident Evil 6*. She also makes brief appearances in *Resident Evil: Degeneration* and *Resident Evil: Damnation*.

Jack Krauser

Voiced by: Jim Ward (*RE4, DC, Mercenaries 3D*)

Motion capture: Ryouji Okamoto (*RE4*, in-game), Munenori Yuo (*RE4*, cutscenes)

Jack Krauser (ジャック・クラウザー *Jakku Kurauzā*) is a freelance **mercenary** hired to do Saddler's bidding.*[43] Originally a U.S. government operative, Krauser was friends with Leon Kennedy, before apparently perishing in a helicopter crash.*[44] Krauser is responsible for kidnapping Ashley, claiming he committed the act to gain Saddler's trust. He has little interest in Saddler's agenda, and only seeks to recover a sample of Las Plagas for Albert Wesker.*[45]*[46]*[47] In addition to being a skilled knife fighter and archer, Krauser possesses superhuman speed, stamina, strength, and gained the ability to transform his left arm into a giant mutated claw.*[48] He confronts Kennedy twice in the game. After apparently dying during a fight with Kennedy, Krauser appears as a boss in the "Assignment: Ada" scenario, and is killed once and for all by Ada in the "Separate Ways" scenario.*[48]*[49] Krauser is playable in Mercenaries mode. He uses his bow in combat and can also utilize his mutated arm as a mêlée weapon. *The Darkside Chronicles* provides backstory for Krauser as he is partnered with Leon to arrest

a drug lord in South America. During their journey they discover the village has suffered an outbreak of the T-virus,*[50] encounter Manuela Hidalgo, who has been infected with the T-Veronica virus, and Krauser learns of Wesker and Umbrella's conspiracy. Before defeating the mutated drug lord, Krauser's arm is severely injured and he is forced to leave the military. He seeks out Wesker to recover from his injury and become stronger.*[51]

Jake Muller

Voiced by: Troy Baker (*RE6*), Daisuke Namikawa (*RE6* (Japanese))

Motion capture: Troy Baker, Daniel Southworth (stunt double)

Jake Muller is the son of the late Albert Wesker, a eugenicist, virologist and bioterrorist, who formerly worked for Umbrella and left Jake's mother soon after his birth. Jake would later work as a freelance **mercenary** in order to support his mother. Operating in anti-government operations in the Eastern European republic of Edonia, Jake was caught up in an act of bioterrorism. His mercenary comrades were infected with the C-virus, but Jake's specialized blood was able to resist the infection. Soon after, he met U.S. government agent Sherry Birkin - whose father, William Birkin, was coincidentally Albert's research partner. Sherry and Jake took part in the subsequent battle between the Bioterrorism Security Assessment Alliance and the mutated mercenaries.*[52] With his blood resistant to the downside-effects of mutagenic viruses like his father, Jake also inherited several of his father's signature abilities such as increased strength, speed, healing, and advanced combat skills. He was sought after for his blood during the bioterrorist attacks that were now taking place world-wide and was willing to hand over his blood to be used for the development of a cure, in exchange for a large sum of money. He and Sherry were captured by Carla Radames, a doppelgänger of Ada Wong, and detained in Lanshiang, China, but managed to escape during the C-virus outbreak in the city six months later. Over the course of the story of *RE6*, Jake became closer to Sherry as he came to terms with both the knowledge of his father's actions and of his death at the hands of Chris Redfield three years earlier. After the ordeal, Jake started a new life fighting BOWs in an underdeveloped country with his real identity covered up by the BSAA.

Lisa Trevor Lisa Trevor (リサ・トレヴァー *Risa Torevā*) is a character and enemy in the remake of *Resident Evil* and *The Umbrella Chronicles*.*[53] She is the daughter of George Trevor, a famed architect who designed the Arklay Research Facility and the Queen Zenobia (along with her sister ships). After George discovers that the mansion is actually hosting a secret underground laboratory, Spencer kidnaps him and his family. While his henchmen kill off George, his wife and daughter are

used as test subjects for the Umbrella Corporation's viral experiments. Lisa spent nearly 30 years in captivity, undergoing several horrific experiments that rob her of her humanity. She develops uncanny abilities that make her stronger, and in essence, immortal. Lisa also proves to be the key in the development of Birkin's G-virus, as a primitive form of the virus is subtracted from her body. Lisa loses her mind during this period, and becomes obsessed with finding her mother, who was killed years before. Wesker, then one of Umbrella's top research scientists, orders his personnel to dispose of Lisa; however, she survives her execution, and wanders the mansion's grounds in hopes of finding her mother. Finally she was able to find the skull of her mother. Nearly a decade later, Lisa encounters various STARS members, before finding Wesker in the mansion. Wesker escapes the mansion's self-destruction, where Lisa is killed.*[54]

In 2012, IGN ranked as the ninth best boss in the series, adding, "Not only can her wails be heard throughout the game, she effectively can't be killed – only deterred. Few things are scarier than that, making her one of the more memorable and entrenched characters in the series."*[31]

Luis Sera

Voiced by: Rino Romano (*RE4*)

Motion capture: Keiichi Wada (*RE4*)

Luis Sera (ルイス・セラ *Ruisu Sera*) is a Spanish investigator, who is American tries to assist Kennedy and Ada Wong in their efforts against Los Illuminados.*[55] He is extremely familiar with the village where the game is set and formerly worked with Osmund Saddler to research and develop the cult's mind-controlling parasites.*[56] After realizing Saddler intends to use the parasites for malicious purposes, he attempts to sabotage the cult's mission. Sera meets Kennedy after both men are captured by villagers.*[48] He introduces himself as a former policeman from Madrid, who became dissatisfied with his job.*[57] It is later revealed in the game that Sera was one of the top researchers in finding Las Plagas. He considered the resulting outbreak to be his fault and attempted to eliminate it, aiding Leon. He is ultimately killed by Saddler before he can present him with a sample of Las Plagas.*[48]*[58]

Osmund Saddler

Voiced by: Michael Gough (*RE4*)

Motion capture: Kenji Hata (*RE4*)

Osmund Saddler (オズムンド・サドラー *Ozumundo Sadorā*) is the primary antagonist of *Resident Evil 4*.*[59] He is the leader of Los Illuminados, the cult responsible for Ashley Graham's kidnapping.*[33] Saddler plans on infecting Graham with a sample of Las Plagas, in hope

that she will return home and infect higher-ranking members of the U.S. government.*[34] Saddler then wishes to control them and seize control of the country, and then the world.*[34] He uses samples of Las Plagas to infect and control villagers and even a local castellan Ramon Salazar (ラモン・サラザール) to perform his bidding. However, his plans are foiled by the combined efforts of Kennedy, Wong and Luis Sera. Kennedy, with the assistance of Wong, kills Saddler near the game's conclusion, and destroys his research and production complex.*[48]

Raymond Vester

Voiced by: David Vincent (*Revelations*), Yasunori Matsumoto (*Revelations* (Japanese))

Raymond Vester was one of the top agents working of the FBC (Federal Bioterrorism Commission). At the time of the 2004 Terragrigia Panic, Raymond was an inexperienced cadet in the FBC. Injured by Veltro's Farfarello, he was rescued by the more experienced agents Parker Luciani and Jessica Sherawat. Retreating back to the conference room where FBC Commissioner Morgan Lansdale was residing, Raymond stumbled upon a telephone conversation Lansdale was having with the Veltro leader, Jack Norman. Raymond became increasingly suspicious of his commanding officer, and knew that he was somehow involved with the bio-terrorist attack. However, he was unable to act on these suspicions, as the city was evacuated and destroyed soon after. At some point after this attack, Raymond became an informant for BSAA leader Clive R. O'Brian, operating as his mole within the FBC. O'Brian and Vester devised a plan to oust Lansdale as the architect of the Terragrigia attack through engineering the "return" of Veltro. Vester would pose as Jack Norman, and O'Brian used a mountain airbase and several of his own troops to create the illusion that the terrorist group had resurfaced. In doing so, the two hoped to collect enough evidence to expose Lansdale. During the Queen Zenobia incident, O'Brian let slip that agents Jessica Sherawat and Chris Redfield were captured by Veltro aboard the Zenobia. Intercepting this information, Lansdale sent Vester and his partner Rachael to the ship to determine if the BSAA agents supposedly on board the vessel would pose any threat to him. Vester and O'Brian agreed to push forward the schedule of their plan. After boarding the ship, Vester, with and without his Veltro disguise, encountered Luciani and Valentine on the ship's bridge, making his presence known. Soon after, Agents Sherawat and Redfield boarded the vessel. Just as Raymond was about to reveal Lansdale's secrets to the group, Lansdale's mole, Jessica Sherawat, shot Raymond in the chest, causing him to fall from the balcony. Though Raymond was wearing a bulletproof vest and was unharmed by Jessica's shot, he faked his death while in her presence but whispered critical information about the conspiracy and her true identity. He later resurfaced and helped a gravely injured Luciani escape the sinking ship. Unbe-

known to Parker, both Raymond and Jessica were agents of the pharmaceutical division of TRICELL, which had promoted the development of T-Abyss. The two met in a cafe in an unnamed European country, where Vester provided Sherawat with a sample of the T-Abyss.

Sherry Birkin

Voiced by: Lisa Yamanaka (*RE2*), Laura Bailey (*The Darkside Chronicles*), Eden Riegel (*Operation Raccoon City*, *RE6*), Hisako Kanemoto (*Operation Raccoon City* (Japanese)), Maaya Sakamoto (*RE6* (Japanese))

Sherry Birkin (シェリー・バーキン *Sherī Bākin*) is the daughter of William and Annette Birkin. She first appears in *Resident Evil 2*, running away and hiding in Raccoon City during the outbreak. She manages to find Leon and Claire, who protect her while trying to escape the city. Sherry is a playable character in some parts of the game but she is completely unarmed and can only avoid the monsters. Her father has been transformed into a monstrous creature by the G-virus and infects his daughter, but Claire gives Sherry an anti-virus, which prevents her from mutating. Sherry assists Leon and Claire in boarding a secret underground train, and successfully escapes Raccoon City before it is destroyed. Sherry also appears in *Resident Evil: The Darkside Chronicles* in chapters that recapitulate the events of *Resident Evil 2*. She returns as an adult in *Resident Evil 6* as a government agent escorting Jake Muller and seems to have acquired great healing abilities from the remnants of the G-virus in her body. During the course of the game, she helps Jake deal with the fact that Albert Wesker is his father. She also learns from Leon S. Kennedy that her superior, Derek C. Simmons, is the man responsible for the U.S. President's death. She and Jake subsequently ally with Leon, Chris Redfield and their partners in thwarting Carla Radames' plans. Sherry and Jake appear to have become closer during and after their life-threatening journey, developing a strong sense of trust over their similar life experiences. There's also hinted to be some sort of romance between the two.

Steve Burnside

Voiced by: Bill Houston (*Code Veronica*), Sam Riegel (*The Darkside Chronicles*)

Steve Burnside (スティーブ・バーンサイド *Sutību Bānsaido*) is Claire Redfield's partner in the game *Resident Evil Code: Veronica*. Steve was imprisoned in the Rockfort Island's facility alongside his father, a former Umbrella employee. He escapes from his cell during the viral outbreak. At first, Steve is hesitant to trust Claire and only cooperates with her reluctantly, but later becomes

more open and attached to her after he is forced to kill his own father, who has become a zombie during the outbreak. Steve and Claire eventually end up in Umbrella's Antarctic Facility, where he is captured by Alexia and used as a test subject for the T-Veronica virus. Claire meets a chained Steve, who mutates into a monster and attacks Claire; in this form, he is nearly invulnerable to damage, and wields a giant, ceremonial axe. While running from Steve, Claire is attacked by one of Alexia's tentacles. Steve, seeing this, regains control of his mind and cuts the tentacle apart, freeing Claire. In retaliation, Alexia strikes him with one of the tentacles, inflicting a mortal wound. His failing body finally rejects the mutation, and he changes back. He dies in Claire's arms, just after professing his love to her. He was later taken by Albert Wesker due to the T-Veronica virus in his body, and also hinted that he might come back to life. In *The Darkside Chronicles* it is revealed that Wesker contacted the drug baron Javier Hidalgo and took a sample of T-Veronica from Steve's corpse in order to sell the virus for Hidalgo's ailing daughter, Manuela.

2.1.3 Appearances

P-Playable character (campaign/unlockable-mini campaign)

P*- Playable character (minigame/DLC)

2.1.4 Characters created for the film series

Main article: [List of Resident Evil film characters](#)

See also: [Resident Evil \(film series\)](#)

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2.1.7 External links

- Characters on the Resident Evil Wiki
- Creatures on the Resident Evil Wiki

2.2 Chris Redfield

Chris Redfield (クリス・レッドフィールド *Kurisu Reddofirudo*) is a player character and one of the main protagonists of Capcom's *Resident Evil* series.*[5] He debuted as the protagonist of the first *Resident Evil* video game, along with Jill Valentine, and is one of the two protagonists of the game *Resident Evil Code: Veronica*, in which he looks for his missing younger sister, Claire, and one of the main characters of *Resident Evil: The Umbrella Chronicles*. Chris returned as the protagonist of *Resident Evil 5*, working alongside his new partner Sheva Alomar, and is one of the main protagonists in the midquel game, *Resident Evil: Revelations*, as well as in several other games and the film *Resident Evil: Afterlife*. He is one of the four protagonists of the game *Resident Evil 6*. The character received a somewhat mixed (in particular regarding his later redesign) but generally positive critical reception.

2.2.1 Appearances

Resident Evil games

Chris Redfield debuted in the original *Resident Evil* as one of the playable protagonists,*[6] along with Jill Valentine, partnered with the rookie officer Rebecca Chambers. He is introduced as a former U.S. military pilot*[7] hailing from the New York City,*[8] and a member of the Raccoon City Police Special Tactics And Rescue Service's (STARS) Alpha team which was sent to investigate the disappearance of Bravo team after their helicopter went missing in a nearby forest. Chris, accompanied by Albert Wesker, Barry Burton and Jill Valentine, soon find themselves trapped in the nearby mansion, which is filled with horrific monsters and deadly traps. Chris's scenario is more challenging than Jill's, as he has a smaller carrying capacity and lacks certain items. He is also not equipped with a lockpick and so he needs to find small desk keys. On the other hand, Chris can take a lot more damage from enemies than Jill.*[9] In the end, Chris and his comrades discover how the nightmare began and witness the death of Albert Wesker, who was betraying them all along, and they face and kill a prototype Tyrant released by Wesker. Following the so-called "Mansion Incident", Chris left Raccoon City, embarking on a personal mission against Umbrella.*[10]

Chris returns in *Resident Evil Code: Veronica*, set five months later. As the protagonist of the second half of the game, he attempts to rescue his younger sister, Claire, from the Umbrella Corporation's research facilities on Rockfort Island and in Antarctica. Upon discovering she is now in Antarctica, Chris is briefly confronted by Wesker, seeking revenge on Chris for having destroyed his plans. Eventually, he confronts Alexia Ashford, the creator of the T-Veronica virus. At the end of the game, he fights with Wesker shortly after killing Alexia. He is

no match for Wesker, and their fight is cut short due to the imminent destruction of the base. They vow to finish things another time.*[10]*[11]

Chris was one of the main characters of *Resident Evil: The Umbrella Chronicles*,*[12] in which he reunites with Jill Valentine. Parts of the game are essentially a retelling of *Resident Evil*. The two of them join a private biohazard containment force and in 2003 embark on a mission to destroy the Umbrella Corporation after hearing rumours of a new BOW being developed, resulting in their successful attack on an Umbrella facility located in Russia's Caucasus region.*[10]

Chris is the protagonist in *Resident Evil 5*,*[13] in which he is a founding member of the UN paramilitary group Bio-terrorism Security Assessment Alliance (BSAA). In the game, Chris investigates a terrorist threat in Kijuju, Africa while looking for Jill, who is missing and presumed dead. Accompanying him is his new partner Sheva Alomar.*[14] Eventually, they manage to find and free Jill, and to ultimately defeat and destroy Wesker who was planning to release a new virus into the atmosphere, ensuring complete global saturation.

Chris makes an appearance in *Resident Evil: The Darkside Chronicles* as a playable character in the "Game of Oblivion" scenario's final chapter, a re-imagining of *Code: Veronica*.*[15] He is also available in the Extreme Battle mode featured in the later versions of *Resident Evil 2* (the PlayStation 2 DualShock edition and the PC, Dreamcast and GameCube ports),*[16] and is one of the eight playable characters in *Resident Evil: The Mercenaries 3D*.*[17]

Chris returned in *Resident Evil: Revelations*, with Jill Valentine.*[18]

Chris returns as one of the three protagonists of *Resident Evil 6*, alongside Leon S. Kennedy,*[19] and Jake Muller, the son of Albert Wesker.*[20] In the game, Chris was assigned to investigate a bio-terrorist attack in the fictional country of Edonia, but nearly loses all his team members following a BOW attack by an woman identifying herself as Ada Wong. Chris resigns from the BSAA shortly afterwards, and becomes an alcoholic due to depression. He is eventually convinced by another survivor of his ill-fated team, Piers Nivans, to rejoin the BSAA and confront another bio-terrorist attack in the fictional city of Lanshiang, China. Because of his lust for revenge against Ada Wong, he loses almost all his men to the BOW's (except Piers), while one of them is infected by Ada. After chasing down Ada to a warehouse, before he can execute her, Chris is interrupted by Leon who manages to disarm him and tells him that Ada is instead a witness and that a man named Derek C. Simmons is responsible for all the attacks. While Chris tells Leon that he lost all his men because of Ada, Leon tells Chris that he lost "over 70,000 people, including the president, because of Simmons." . Unfortunately, Ada uses this as a distraction and escapes. After being convince by Leon that they both wanted the

same thing, Chris decided to let go of his vengeance and deliver Ada to justice.

Other appearances

During the release of the Japanese Sega Saturn version of the original game, Capcom published a promotional sourcebook *The True Story Behind Biohazard*, containing an original short story titled *Biohazard: The Beginning* by Hiroyuki Ariga. The story depicts the events prior to the first game and fleshes out his character, describing the deaths of his parents in a car accident and his service in the United States Air Force. Redfield joined the USAF as a teenager, quickly becoming an accomplished pilot as well as a top marksman, but received a dishonourable discharge in the mid-90s for disobeying a direct order. He subsequently became a drifter, until enlisting on Burton's recommendation in the newly established Raccoon City branch of the STARS.^{*[10]}

In the rejected *Resident Evil* movie script by George A. Romero, Chris is a Native American civilian and ultimately one of the few survivors.^{*[21]} Chris does appear in several *Resident Evil* comic books by WildStorm, Image Comics and Marvel Comics.^{*[22]}

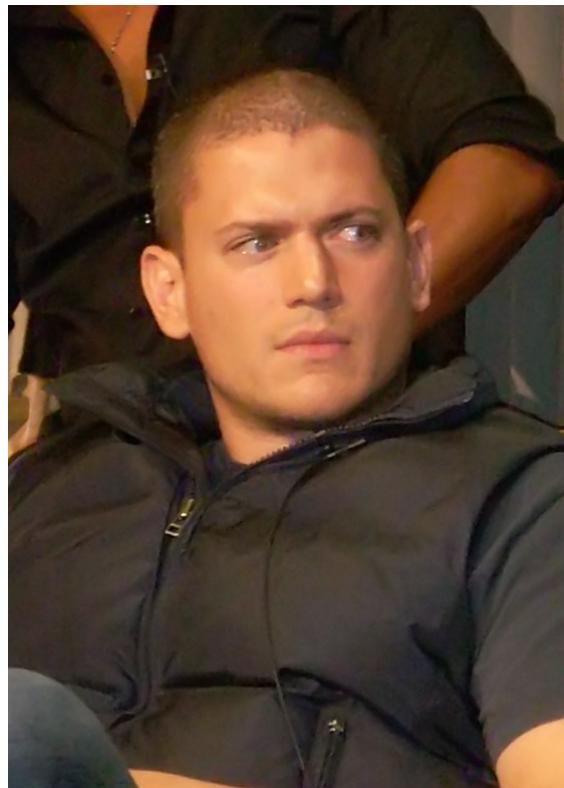
Chris appears in the 2010 live-action film *Resident Evil: Afterlife*, portrayed by Wentworth Miller.^{*[4]} In the film, Chris is found trapped in a maximum security cell after his unit's attempt to control the T-virus in Los Angeles goes haywire and the survivors who find him believe him to be a prisoner. He is reunited with his sister Claire, who cannot remember him due to memory damage caused by an Umbrella mind-control device. He, Alice and Claire eventually defeat Albert Wesker and rescue imprisoned survivors being used for Umbrella's experiments.

Outside of the *Resident Evil* franchise, Chris also appears as a playable character in the crossover fighting games *Marvel vs. Capcom 3: Fate of Two Worlds* and *Ultimate Marvel vs. Capcom 3*. The game's first cinematic trailer showed him fighting versus Hulk.^{*[23]} He also appears in the crossover tactical role-playing game *Project X Zone*, for the first time in a non-Capcom game and wore *Resident Evil: Revelations* outfit.^{*[24]}

A double-pack of action figures of Chris and the monster Cerberus was released in 1998 in the Resident Evil Series 1 by Toy Biz.^{*[25]} Another action figure from the original game was released in 2002 by Moby Dick.^{*[25]} Palisades Toys released two action figures (differing only by their color patterns) of Chris from *Code: Veronica* in 2002.^{*[25]} An action figure of Chris from the original game was released as part of the 2006's Resident Evil Anniversary Series 1 by NECA.^{*[25]} An action figure of Chris from *Resident Evil 5* was released in 2009 by Hot Toys.^{*[25]} A PVC diorama figure of Chris facing the monster Yawn from the original game's remake was released in 2008 in the Bio Hazard Figure Collection Vol.4 by Organic (Beagle).^{*[25]} A statuette of Chris

from the same game was also released in 2009 by Gaya Entertainment.^{*[26]} A sand globe with Sheva and Chris was included among the pre-order bonuses for *Resident Evil 5*.^{*[27]}

2.2.2 Design and portrayal



Wentworth Miller portrayed Chris in *Resident Evil: Afterlife*. Miller prepared for the role by searching for images and videos of Chris in the Internet, as well as doing cardio for endurance.^{*[28]}

Hideki Kamiya described Chris as a “blunt, tough-guy type,” admitting that he was a fan of this archetype.^{*[29]} *Resident Evil 5* producer Jun Takeuchi said that the series' fans “would really love” a video game featuring both Chris and Leon S. Kennedy as the protagonists due to their popularity, and it would be “pretty dramatic” if the two characters never met when the series ended.^{*[30]} Reuben Langdon did Chris' motion capture for several *Resident Evil* games. He found Chris “fun to play” based on his look and characterization.^{*[31]}

Chris' increased muscle mass in the game was to show that he had trained heavily in order to fight the series' powerful villain Albert Wesker bare-handed.^{*[32]} Modeler Yosuke Yamagata added that they “made a new design that retained their signature color —green for Chris, blue for Jill—to carry over the same look from the past. The facial structures are mainly based on the visuals of the GameCube version, and we added various details to these in order to develop a realistic structure.”^{*[33]} For

the sixth main game, Chris has been redesigned slightly, as he now has a slightly disheveled look due to his alcoholism, and has been slimmed down to a much normal musculature along with a slightly shaved head. In 2009, GameTrailers made a video focusing on his evolution throughout the series.*[34]

2.2.3 Reception

Chris Redfield has been well received by critics and fans alike. According to PSU.com, Chris is “as synonymous with the venerable horror series as the zombies and unintentionally hilarious, cheese-tastic dialogue” and along with Jill forms “the nucleus” of the series.*[10] In 2009, GameZone ranked Chris as fourth on a list of the top five “gaming gods” of the year for his new looks (according to PSU.com, “now a beastly, muscle-bound warrior with biceps the size of water melons” * [10]), calling him “one gorgeous hunk” with “a killer body and dreamy good-looks.” * [35] That same year, Chris and his sister Claire were included in IGN’s “Ultimate Zombie Strike Team”, Chris for his “long, fruitful career killing zombies” that “proved that Umbrella’s fearsome bio-weapons are no match for a lone warrior with guts.” * [36] Also in 2009, Gameplanet stated that if Chris and Leon S. Kennedy would both appear in the next game it would be “awesome,” adding that both are the main protagonists of the series.*[37] Chris was also repeatedly compared with Leon by IGN, both of them being regarded as the leading heroes of the series.*[38]*[39] In 2010, GamesRadar featured his team-up with Sheva in the article about the gaming’s “most violent double acts” for their actions in *Resident Evil 5*.* [40] That same year, Joystick Division’s James Hawkins ranked Chris as the seventh sexiest video game character, commenting: “Though Chris gets matched up with some of the finest damsels in all of video gaming, he never comes across as sleazy. He shares the workload with his partners and has an unfaltering allegiance with them. That and he has awesomely massive biceps.” * [41] Hawkins also ranked Chris and Jill as the fifth top duo in video game history, as “the two of them together make a force that cannot be slowed by even the most sophisticated undead forces;”* [42] in 2012, Brittany Vincent of Complex ranked them as the 15th “most a**-kicking” game duo.*[43]

Among negative criticism, Chris was ranked fifth in IGN’s 2009 list of most overrated video game characters, with a suggestion that he should “ditch the ‘roids and concentrate on getting the job done” ,* [44] and included in UGO.com’s 2010 list of top ten out-of-luck game characters for his failures across the series.* [45] His new design in the *Resident Evil 5*, called by GameSpy to be “a cross between Colin Farrell and Hugh Jackman”,* [46] in particular became a source of controversy and was often ridiculed. GameSpot gave Chris the special award for “character most likely to fail a performance-enhancing drug test” in the Dubious Honors awards in 2009, adding

that “the man is clearly a walking pharmacy.” * [47] Including him on the list of “ten game heroes who fail at the simple stuff” for his inability to shoot while moving in *RE5*, GameDaily recommended him “to spend a little more time on the shooting range and a little less time pumping iron in front of a mirror.” * [48] Joystiq commented that possibly during *The Umbrella Chronicles* Chris started his “steroid abuse” ,* [49] which was also suggested by IGN.* [44] In 2011, BeefJack featured Chris among the five game characters who are supposed to be sexy but turned out awkward, as “he looks like the runner-up in a Popeye lookalike contest.” * [50] On the other hand, when GamesRadar compared his *Code Veronica* and *RE5* designs while trying to evaluate which would fit better for a zombie apocalypse, they found the latter to give better chances to survive to a zombie attack* [51] also judging Chris from the original game as “horribly ill-prepared” .* [52]

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2.2.5 External links

- Chris Redfield at the Internet Movie Database

2.3 Albert Wesker

Albert Wesker (アルバート・ウェスカー *Arubāto Wesukā*) is one of the central characters in Capcom's *Resident Evil* series (*Biohazard* in Japan). He is first introduced in the original *Resident Evil* game, in which he is the captain of US police team STARS. His character is further explored in subsequent installments, which feature Wesker as a recurring character within the series extensive narrative.

2.3.1 Appearances

Initially introduced as a supporting character in the first game, he has been one of the primary antagonists throughout the series, where he usually manipulates story events behind-the-scenes. He was written by Kenichi Iwao, the scenario writer of the first game. Power-hungry, knowledgeable and infinitely cunning, he was a man who sought to replace the entire human race through mass extinction and forced evolution, believing humanity to be an evolutionary dead-end. To this end, he was affiliated with the Umbrella Corporation as one of its most promising researchers, and at the same time participated in illicit activities by going undercover as Captain of S.T.A.R.S. in *Raccoon City*. Through the course of much betrayal of his allies to further his own plans, Wesker faked his death, gained superhuman powers from an experimental variant of the Progenitor virus (by definition, a "t-virus"), and worked alongside both Umbrella's mysterious rival company and their successors in the field of B.O.W. development, TRICELL, Inc. He would eventually enact a plot to transform the human race into powerful superhumans like himself, and be a god to rule over them in a new age. Wesker was the main antagonist for much of the series, surpassing even Osswell E. Spencer. The film version of Wesker is played by Jason O'Mara in *Resident Evil: Extinction* and Shawn Roberts in *Resident Evil: Afterlife* and *Resident Evil: Retribution*. He has a son named Jake Muller who is introduced in *Resident Evil 6*.

In video games

Wesker made his first appearance as a non-playable character in the original *Resident Evil* game, assisting the player character against Lisa Trevor in the remake. In that game, he is the commanding officer of Alpha team of the Special Tactics And Rescue Service (STARS). It is eventually revealed that Wesker is a double agent working for the Umbrella Corporation; ordered by his superiors to lure the STARS into the Spencer mansion to be used as test subjects against the mutated creatures to gather battle data. Chris Redfield, Jill Valentine and the others come to learn of Wesker's true motive, but after releasing the Tyrant monster, Wesker is seemingly killed.^{*[6]}^[7] The Sega Saturn port of *Resident Evil* features a Battle Mode

minigame where the player can fight a zombified version of Wesker.^{*[8]}

However, this is part of an even bigger plan. In the special giveaway fictional documentary titled *Wesker's Report* (rewritten in 2003 to include details from Resident Evil 0 and the Resident Evil remake^{*[9]}), Wesker reveals that he planned to sell the Tyrant to Umbrella's rival company in the B.O.W. field as a means to buy his way into a high position, and he deployed the elite S.T.A.R.S. against it in order to obtain combat data to prove the Tyrant's effectiveness to the company. However, his plan was ruined after the Tyrant was destroyed by his former subordinates, and he survived his apparent death in the first game by injecting himself beforehand with an experimental variant of the t-virus, provided by his former Umbrella colleague William Birkin, that revived and augmented him with superhuman strength, speed and regeneration, but at the expense of his humanity. Wesker returned in *Resident Evil Code: Veronica*, augmented with superhuman powers and working as an agent for "H.C.F." (Hive/Host Capture Force), a Special Forces unit of the rival company opposed to Umbrella. He orchestrates a raid on *Rockfort Island* in order to capture Alexia Ashford, creator of the t-Veronica virus who now holds the only remaining sample of the virus within her body. When Chris Redfield knocks his sunglasses off during a brief struggle, Wesker's orange, almost reptilian eyes are seen for the first time. He confronts both Chris and Alexia and he took the corpse of Steve Burnside in order to extract the t-Veronica virus. In the expanded release, *Code: Veronica X*, he briefly confronts Chris' younger sister Claire and nearly kills her in order to torment Chris, but is called away by his associates and thus chooses to spare her life.^{*[6]}^[7]

Wesker then appeared alongside William Birkin in *Resident Evil Zero*, a prequel to the original game where it is revealed that he attended the Umbrella Executive Training School as a prospective executive, and later in *Resident Evil 4* as a conspirator manipulating events from behind the scenes, where he would issue orders to Ada Wong. He is also unlockable in "The Mercenaries" scenario. He is also the protagonist of *Resident Evil: The Umbrella Chronicles* and a playable character in several of the game's scenarios, expanding upon events alluded to in early games, as well as his involvement in Umbrella's downfall after the events of *Code: Veronica* and his development in *Resident Evil 4*. In the end he kills Sergei Vladimir, a loyal Umbrella executive.^{*[6]}

Wesker returns in *Resident Evil 5* as the main antagonist conspiring with the pharmaceutical division of the TRI-CELL conglomerate as a means to create the "Uroboros virus", an enhanced virus derived from the Progenitor virus, with which he ultimately plans to release into the Earth's atmosphere. Before being killed by Wesker, Osswell Spencer reveals that Wesker was the survivor of a Progenitor virus variant administration experiment - the "Wesker Project." (It is stated in the RE5 downloadable

content “Lost In Nightmares” that another Wesker, Alex, survived as well). Chris and Sheva Alomar prevent the worldwide infection and ultimately kill Wesker inside a volcano at the end of the game. Masachika Kawata, the game’s producer, confirmed that Wesker perished in the game’s finale.*[10] Some concept artwork for *Resident Evil 5* also indicated that Wesker was to have been in his human form while in lava and then blasted with missiles from a F-16 Fighting Falcon, before eventually being shot in the head on the landing platform by Chris and Sheva.*[11]

Wesker appears in the spin-off title *Resident Evil: The Mercenaries 3D* as a playable character along with various other *Resident Evil* characters.*[12]*[13] Albert Wesker’s voice is heard on the 15th anniversary special video narrating the events.*[14]

Wesker appears in the crossover fighting game *Marvel vs. Capcom 3: Fate of Two Worlds* as a playable character and a key character in the game’s plot, in which he joins forces with Doctor Doom as the two build an army of supervillains, attempting to merge the two dimensions in the hopes of conquering both.*[15] During the final battle, if Wesker is not one of the playable characters, he will also be revealed to be one of Galactus’ heralds along with Doom, the Marvel villain Dormammu, and a fellow Capcom villain Akuma. He also makes a guest appearance as an unlockable character skin in *Lost Planet 2*.

Other appearances

Wesker’s character was adapted for the 2007 live-action film *Resident Evil: Extinction*. Played by Jason O’Mara, this version of Wesker is the head of the Umbrella Corporation, as opposed to Wesker’s role in the games as a renegade high-ranking Umbrella researcher. He runs Umbrella’s operations from behind the scenes, holding meetings via hologram with his underground board of directors in Tokyo. Shawn Roberts took over the role of Wesker in 2010’s *Resident Evil: Afterlife*,*[16] where the character is closer to his *Code Veronica* and especially his *Resident Evil 5* incarnations, complete with superhuman abilities and glowing red eyes; he even wears the same outfit as in the latter game. Wesker says some of his lines from the game as well. He later appears in *Resident Evil: Retribution* as a defector from Umbrella, who sends Ada Wong to rescue Alice from an underground Russian Umbrella outpost run by the Red Queen who has taken over the rest of Umbrella. He is set to return in the sixth film, *Resident Evil: The Final Chapter*.*[17]

An action figure of Wesker was released by Palisades Toys in 2002.*[18] Two more were released by Hot Toys in 2009.*[19]*[20]

2.3.2 Reception

The character of Albert Wesker has been well received by video game publications. In 2006, IGN ranked Wesker number three on their list of most memorable villains, claiming that “Res Evil fans know that whenever Wesker shows up, trouble isn’t far behind,” *[21] and also ranked him as the 14th best video game villain in 2010.*[22] In 2008, GamePro ranked Wesker as the 40th most diabolical video game villain of all time.*[23] An IGN article from March 2010 titled “Big Boss of the Day: Resident Evil’s Albert Wesker” discussed his appearances across the franchise, comparing him with other video game villains including Bowser and Sephiroth as well commenting it is strange to have a *Resident Evil* without him.*[24] GameSpot featured him in the “All Time Greatest Game Villains” poll, where Wesker lost to Ganondorf from *The Legend of Zelda*.*[25] In 2009, GamesRadar listed Wesker as one of the top seven characters who never stay dead, describing him as the “proverbial man behind the curtain” in the *Resident Evil* series.*[26] Similarly, 1UP.com also placed him number eight in their article “They is Risen” in response to his apparent resurrection in the *Resident Evil* series.*[27] GamesRadar gave praise to Wesker’s death in *Resident Evil 5* as it showed the character’s strength due to the requirements to defeat him while D. C. Douglas’s performance as the character also received positive comments during the self-bloopers from the series.*[28] According to PlayStation Universe, “From his perpetual shades, stoic persona and swanky haircut, Wesker has all the makings of an iconic – albeit somewhat stereotypical – videogame villain.” *[7] In January 2010 issue, Nintendo Power named Wesker the ninth best villain in Nintendo history.*[29] GamesRadar also praised Wesker’s role as an antagonist, putting him in their 2013 list of the best villains in video game history at number 13.*[30] In 2013, GamesRadar staff included him among the 30 best characters in the three decades of Capcom’s history and wrote that with his appearance as a playable character in *Marvel vs. Capcom 3*, “even after his death in RE5, Albert Wesker shows no signs of stopping, which is just the way we like it.” *[31]

On the other hand, Play listed such fight as the third worst boss fight in the PlayStation 3 games, emphasizing how many times the player had to fight him until he is defeated.*[32] 1UP.com also ranked him as the top thing in the series that *Resident Evil 5* “could do without” prior to its release.*[33] The PlayStation Official Magazine shared this opinion and ranked Wesker as the ninth worst PlayStation boss fight ever.*[34] In 2012, Complex ranked him as the second “douchiest” video game character, stating, “Wesker has a following, yes, but there’s something very Agent Smith about him that makes us shake our heads.” *[35]

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2.3.4 External links

- Albert Wesker at the Internet Movie Database

2.4 Jill Valentine

Jill Valentine (ジル・バレンタイン Jiru Barentain) is a fictional character in the *Resident Evil* (*Biohazard* in Japan) horror franchise by Capcom. Jill made her debut appearance in 1996 as one of the protagonists of the original *Resident Evil* game, in which she is a member of the U.S. special police unit **STARS** trapped in a mysterious mansion along with her team partner Chris Redfield. During the events of *Resident Evil 3: Nemesis*, *Resident Evil: The Umbrella Chronicles*, *Resident Evil 5* and *Resident Evil: Revelations*, she escapes from a city overrun by zombies and eventually becomes a founding

member and key field operative of the paramilitary organization BSAA, reuniting with Chris. The games put her in a conflict against the shadowy company Umbrella Corporation and its splinter groups.

Jill has received favorable critical reception, being widely regarded as one of the best and also most attractive female protagonists in video games, and has also sparked some video game memes. The film series' version of Jill was portrayed by Sienna Guillory and based off the game character's various incarnations. She was introduced as a co-protagonist of *Resident Evil: Apocalypse*, made a brief appearance in *Resident Evil: Afterlife*, and returned as the main antagonist of *Resident Evil: Retribution*.

2.4.1 Appearances

In video games

Jill Valentine first appears as one of two playable protagonists of the original *Resident Evil* game (1996), in which she is an explosives expert of Raccoon Police Department's Special Tactics And Rescue Squad (STARS) and a partner to Chris Redfield. Jill's family ethnic background is half-French, half-Japanese,*[6] and she is a former operative of the U.S. Army's secretive special unit known as Delta Force,*[7] where she was an explosives expert.*[8] Before the game begins, the STARS, including Jill's Alpha team, are deployed to investigate a series of bizarre murders in the Arklay Mountains, where they discover and enter Umbrella Corporation's Arklay Research Facility biological warfare site. Inside, with Chris missing, Jill initially works with Barry Burton, another Alpha team member, as they inspect the mansion and battle its undead residents. Eventually, she and Chris discover that STARS commander, Captain Wesker, had betrayed them. After defeating the monster Tyrant released by Wesker, Jill escapes the self-destructing mansion in Brad Vickers' helicopter along with Chris, Barry and the Bravo team's sole survivor Rebecca Chambers.*[8]*[9] She is also the sole protagonist in *Resident Evil: Genesis* (2008), an alternative-story version of this game.*[10]

Jill returns as the protagonist of *Resident Evil 3: Nemesis* (1999), where she is forced to side with a mercenary named Carlos Oliveira, a member of the Umbrella Corporation's paramilitary force double-crossed by their employer. Through the game, Jill and Carlos cooperate to escape from the now-dead Raccoon City before it is destroyed with a nuclear strike by the U.S. government. Along the way, they fight Nemesis, a modified Tyrant super soldier sent by Umbrella to dispose of the remaining STARS members. After several encounters with Nemesis, Jill is infected with the zombieifying T-virus, though Carlos is able to procure a vaccine from the nearby hospital. Finally, Jill defeats Nemesis and Barry Burton returns to Raccoon City to bring her and Carlos to safety moments before the city's destruction.*[8]*[11] Jill is also featured as a playable character

in the "Heroes Mode" multiplayer section of the non-canon spin-off game *Resident Evil: Operation Raccoon City* (2012).*[12]

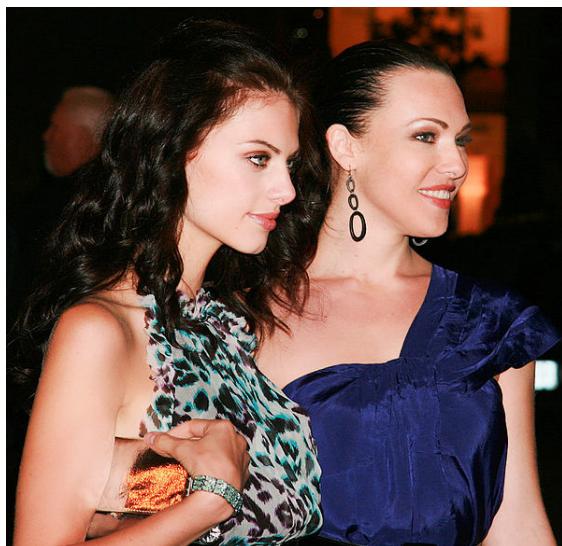
Emerging alive from the Raccoon City outbreak, Jill becomes the founding member of the Bioterrorism Security Assessment Alliance (BSAA) under the United Nations.*[11] In *Resident Evil: The Umbrella Chronicles* (2007), she works with Chris Redfield to expose and destroy the Umbrella Corporation by raiding their research facility in Russia, defeating Umbrella's newest bioweapon creature, T-ALOS.*[8]*[11]*[13] Before the events of *Resident Evil 5* (2009), Jill apparently dies while saving Chris during a confrontation with Wesker. During the game, however, Chris finds information suggesting that she may still be alive. Eventually, he discovers that Jill is under control of Wesker, who used Jill's DNA and the remnants of the T-virus within her body to perfect his new Uroboros virus. Chris and his new partner Sheva Alomar manage to subdue Jill and free her from Wesker's influence.*[8]*[14] Jill then works with a fellow BSAA agent Josh Stone, Sheva's mentor, to assist Chris and Sheva in defeating Wesker. Demand from fans wishing to play as Jill led to two additional DLC scenarios (also included in the Gold Edition of *Resident Evil 5*): *Lost in Nightmares*, showing the events leading up to Jill's disappearance, and *Desperate Escape*, showing her fight to escape the facility she was being held in. She is also one of the playable characters in *Resident Evil: The Mercenaries 3D* (2011), an action game based on "The Mercenaries" minigame from *Resident Evil 4* and *Resident Evil 5*.*[15]

In *Resident Evil: Revelations* (2012),*[16] set in 2005, Jill goes on a rescue mission to save Chris from the grip of the bioterrorist group Il Veltro, following a transmission from a luxury cruise ship *Queen Zenobia*, which turns out to be a trap set for her. Jill and her new partner, Parker Luciani, now out of contact and uninformed of the dire situation they face, find the ship infested with a new breed of leech-like zombies, infected with a new, stronger strain of the T-virus: the T-Abyss virus. Meanwhile, Chris and his new partner Jessica make their way to the ship to find Jill and some answers. Together, they slowly unravel a global conspiracy involving an earlier outbreak of the original strain of the T-virus at the city of Terragrilia, and a botched investigation by a rival agency, the Federal Bioterrorism Commission (FBC). During this mission Jill is exposed to the T-Abyss and receives an experimental vaccine.

Outside of the *Resident Evil* series, Jill appears as a player character in the crossover fighting game *Marvel vs. Capcom 2: New Age of Heroes* (2000), wearing her STARS uniform. She returns as a playable character in *Marvel vs. Capcom 3: Fate of Two Worlds* and *Ultimate Marvel vs. Capcom 3* (2011), where her design is based on her appearance in *Resident Evil 5*, available as downloadable content.*[17]*[18] In addition, she also makes a guest appearance in *Under the Skin* (alongside Carlos and Nemesis) and has a character card in the *SNK vs. Cap-*

com: *Card Fighters Clash* series. She also appears as a playable character in the crossover tactical role-playing game *Project X Zone* (2012), wearing her costume from *Revelations*,^{*[19]} and in the browser-based social game *Onimusha Soul* (2013), where she was re-designed to fit the feudal Japan theme.^{*[20]}

Design and portrayal During development of the original *Resident Evil*, Jill was conceived as physically weaker than the game's male protagonist Chris Redfield, but she was given more skills and weapons to compensate for this.^{*[21]} The game's director Shinji Mikami said about Jill and Claire: “I don't know if I've put more emphasis on women characters, but when I do introduce them, it is never as objects. In some games, they will be peripheral characters with ridiculous breast physics. I avoid that sort of obvious eroticism. I also don't like female characters who are submissive to male characters, or to the situation they're in. I won't portray women in that way. I write women characters who discover their interdependence as the game progresses, or who already know they are independent but have that tested against a series of challenges.”^{*[22]} The development team for *Resident Evil 3: Nemesis*, which was also overseen by Mikami, said Jill was deliberately designed to make her “beautiful for everybody” and appeal to both male and female gamers, as males would find her physically attractive and females would see her as a tough role model.^{*[23]}



Julia Voth with Erin Cummings in 2009. Voth portrayed a homage character “Jill” (later changed to “Gillian”) in *Project S.E.R.A.*

For the 2002 remake of *Resident Evil*, Capcom producer Hiroyuki Kobayashi said the team wanted Jill to be “a little cuter” so that “her action and atmosphere has charm”. Her facial and physical appearance from the remake onwards is based on Canadian model and actress Julia Voth, and her body was scanned into computers to make her look as much like Voth as possible. Character designer

Kenichiro Yoshimura said that he “made Jill's face as much similar as I could to the model actress face.”^{*[3]} However, so that she remains a tough character, her body is designed to be “not skinny, more like muscular”.^{*[24]}



A stylized version of Jill Valentine under Wesker's control in *Resident Evil 5*, as seen in *Ultimate Marvel vs. Capcom 3* (that look was also used in the films *Afterlife* and *Retribution*)

On the subject of changes to Jill and Chris Redfield's appearance in *Resident Evil 5*, production director Yasuhiro Anpo said that he tried “to preserve their image and imagined how they would have changed over the passage of time” and so they “made a new design that retained their signature color—green for Chris, blue for Jill—to carry over the same look from the past. The facial structures are mainly based on the visuals of the Nintendo GameCube version, and we added various details to these in order to develop a realistic structure.”^{*[25]} Jill's character model was paler than usual in this entry to the series and her hair was blonde, both of which were explained in-universe as being due to a pigment abnormality sustained while her body was under experimentation. Capcom producer Jun Takeuchi said Jill's unlockable “classic look” STARS uniform from the original game was his favorite extra costume in *Resident Evil 5*.^{*[26]}

Jill was voiced by Catherine Disher in *Resident Evil 3* and *Marvel vs. Capcom 2*. Heidi Anderson voiced her in the 2002 GameCube remake of the first game. Patricia Ja Lee, who provided the voice and motion capture in *The Umbrella Chronicles*, *Resident Evil 5* and all of its later released downloadable content (DLC), and *Resident Evil: The Mercenaries 3D*, compared physical part of the auditions for the role to applying to the LAPD. Lee noted

that although she did her research and “looked up the previous Jills”, she was given a lot of freedom to reinvent the character due to the changes that Jill underwent in-universe.*[27] Kari Wahlgren assumed the role in *Marvel vs. Capcom 3*; Michelle Ruff lent her voice to the character in *Resident Evil: Revelations* and *Resident Evil: Operation Raccoon City*. Ruff said about her role: “Jill’s voice says a lot about her personality. I kept her in my lower register. She’s all business and not ‘girly’ at all. Almost military-ish.”*[28]

Gameplay Jill was one of the first two player characters in the *Resident Evil* series. In the original game, Jill plays very differently to Chris as she runs slower, can take less damage and is less accurate with firearms, but has two more inventory slots and an access to stronger weapons (including starting armed with a gun, while Chris begins with only a knife). She also carries a lockpick capable of opening many doors and caches, knows how to play piano (which is useful in-game), and is aided by the overprotective Barry.*[21] In the game’s 2002 remake, she has a taser as her personal defensive weapon.*[29] In *Resident Evil 3: Nemesis*, Jill will enter the “Live Selection Mode” during certain sections of the game, in which the player is prompted to quickly choose between one of two possible actions (the choice of action affects the direction of the game and story, including which ending the player receives). It was also during this game that Jill became the first character to be able to perform a quick 180-degree turn, which has since become a staple of the series.*[30]

In *Marvel vs. Capcom 2*, Jill is a very fast and agile character that is able to summon monsters to attack her opponent.*[31] She can also heal the player’s active character if she is summoned as a support character. In *Marvel vs. Capcom 3*, Jill is available as a DLC character,*[32] and was given a complete overhaul, with her appearance and move-set being based on her *Resident Evil 5* incarnation and using Wesker-like teleportation moves.*[33]

Other appearances

In films Jill first appears in *Resident Evil: Apocalypse* (2004), the second film in the live-action series. In this version of the series, Jill is a former STARS member (having been suspended for filing “false” reports about zombies* [39]) and a foil to the main character, Alice. Jill tries to escape Raccoon City along with a group of survivors and is one of the few to make it out. Jill returns in a costume based on her *Resident Evil 5* suit at the end of the film *Resident Evil: Afterlife* (2010), where she is under the control of Umbrella Corporation and leads an attack against Alice, Claire and Chris Redfield, and the remaining human survivors. Guillory returned to the role of Jill as the primary antagonist of the fifth film, *Resident Evil: Retribution* (2012),* [40] wherein she ultimately regains control over herself during a duel against Alice. She



Jill’s plain clothes in *Resident Evil 3: Nemesis*, adapted for Sienna Guillory’s role as Jill in the film *Apocalypse* (right). This design was criticized by some as fan service unsuitable for the series’ relatively serious theme.*[34]*[35]*[36]*[37] Maxim ranked Jill in this outfit as among top six “video game vixens” in 2009, stating that “no one in the history of video games has ever looked sexier or more desirable.”*[38]

is set to return in the sixth film, *Resident Evil: The Final Chapter*.*[41]

Sienna Guillory portrays Jill in the live-action films. At first, the films’ producer/writer/director Anderson chose Natasha Henstridge, but she was unavailable; he then considered Mira Sorvino.*[42] Guillory was set to appear in the sequel, *Resident Evil: Extinction*, but she had commitments to other work. Later, producers Paul W. S. Anderson and Jeremy Bolt decided to have Claire Redfield appear alongside the film’s lead, Alice.*[43] Guillory said she was “incredibly proud to be a part of this” and felt “there is no greater motivator than knowing you’re going to be squaring off against Milla Jovovich [Alice] in a cat-suit months after giving birth to twins,” but she had problems with Jill’s “boob-ament” mind control device prop during the fifth film’s production.*[44]

In literature Jill appears in several novels based on the *Resident Evil* series, particularly in those by S. D. Perry. In the 1998 novel *Resident Evil: The Umbrella Conspiracy*, Jill is said to be the daughter of professional thief Dick Valentine and to having been his accomplice prior to her career in law enforcement (in apparent conflict with her supposed Delta Force background), explaining her unrivaled infiltration skills and “mastery of unlocking”.*[45]

Jill also appears in several comic books based on the series, including the WildStorm 1990s series *Resident Evil*,*[46] the 1996 Marvel Comics one shot *Resident Evil**[47] and the 2011 comic *Marvel vs. Capcom: Fate of Two Worlds*.*[48]

In merchandise The character has been featured in various *Resident Evil* merchandise, including action figures, such as one made by NECA in 2011.*[49] Two detailed 1/6 scale figures by Hot Toys were commissioned by Capcom to commemorate the 15th anniversary of *Resident Evil* in 2010.*[50]*[51] Jill was also featured as a character in Bandai's 2011 *Resident Evil Deck Building Game* and included as one of two pre-order promotional cards.*[52]

Footage of Jill is featured in a Resident Evil themed pachinko machine.*[53] Capcom's theme restaurant Biohazard Cafe & Grill S.T.A.R.S. opened in 2012 with a dish named S.T.A.R.S. Original Noodles (Women Only) "Jill Ver." in the menu.*[54] Halloween Horror Nights 2013, held at Universal Orlando, featured Jill as one of the two main characters in a haunted house "Resident Evil: Escape from Raccoon City", based on *Resident Evil 2* and *Resident Evil 3: Nemesis*.*[55]

2.4.2 Cultural impact

Reception

Acclaim Jill Valentine has been received favorably as the *Resident Evil* series' main female protagonist and remains one of its most recognisable characters. Jill was described as the "best super heroine this side of Lara Croft" by *Duluth News Tribune* in 2002*[56] and "as widely seen by *Resident Evil* fans as the series' character of all characters" by *Official PlayStation Magazine Australia* in 2004.*[57] In 2008 GameDaily ranked her as their tenth most favorite Capcom characters of all time*[58] and used her as an example for the archetype "smart and sexy heroine".*[59] In the *Guinness World Records Gamer's Edition* of 2011, Jill was voted the 43rd most popular video game character of all time.*[60] She was also recognized by *Guinness World Records 2013: Gamer's Edition* as "the first female player character in a survival-horror game".*[61]*[note 1] That same year, *Complex* and GamingBolt both included her among the greatest video game mascots,*[62]*[63] and GamesRadar staff included this "highly capable officer" among the 30 best characters in the three decades of Capcom's history.*[64]

As one of two protagonists of the original survival-horror classic *Resident Evil* and a hot zombie-killing machine, Jill was destined to be every male fanboy's dream. Except she accomplished her attractiveness and appeal in a very different way to typical female protagonists at the time. (...) The choice of playing as her isn't mired in stereo-

types, and she has several logical advantages and disadvantages to Chris Redfield, none of which were based on her gender.*[37]

—Nathan Misa, MMGN

Within the *Resident Evil* universe, she's invaluable to her Alpha Team; competent, clever and professional, she's the resident bomb expert and, of course, the master of unlocking. But she also offers certain advantages to the player. While she can't take as much damage as Chris can, she does have those two extra inventory slots, which, when you've discovered a cache of shotgun shells, can make all the difference. Jill is an asset, both inside the story and out; she's not 'good, for a woman' but simply 'good.' And while Rebecca, Claire and Ada each have their individual strengths and weaknesses, like Jill they are all powerful and competent human beings.*[65]

—Lara Crigger, *The Escapist*

In 2005, Bonnie Ruberg of *The Escapist* called her "a classic example" of horror game female characters who fill the role of the heroine, as "she's tightly clothed, but not outrageously so, and she can shoot herself a mean zombie." *[66] In 2007, Jill was listed by Tom's Hardware among the 50 greatest female characters in video game history, described there as "a true survivor and an elite fighting machine, not to mention a drop-dead gorgeous brunette." *[67] GameDaily listed Jill among the ten "babes who should meet your mom", where she was described as both noble and confident even as having a questionable fashion sense,*[68] as well as the "chicks who will kick your ass" (along with Ada, Claire and Sheva),*[69] and ranked her as 26th among the "50 hottest game babes".*[70] According to GamesRadar's Brett Elston, Jill has "emerged as perhaps the most sensible design of the period [of mid-to-late 1990s], being both tough and sexy without shedding her clothes at the first sign of trouble." *[71] In 2009, Elston listed her among the 11 heroines that "embody the best of videogame girls",*[72] also confessing that Jill was his first game crush for "her normal name, normal build and normal demeanor, trapped in the most abnormal of situations." *[73] In 2010, James Hawkins of Joystick Division ranked Jill as the second top "badass lady" in video games, chosen for her perseverance.*[74] In the 2011 "battle of the beauties" feature, *Complex* pitted Jill against Claire Redfield in the category "zombie killer", choosing her over Claire.*[75] In 2012, Nathan Misa of MMGN graded her the fifth top "hottest and modest" female protagonists in gaming, writing that in the original game Jill was "portrayed realistically and appropriately." *[37] That same year, Adam Dodd of Cheat Code Central chose this "sultry S.T.A.R.S. member" among "many capable women in the *Resident Evil* series" for his list of top ten "badass" women of video games, commenting that "Jill is a fan favorite for a reason, as she's an intim-

idating mix of brains and beauty, and it certainly helps that she knows her way around a gun.” *[76] In 2013, Jill was ranked as 30th on the list greatest heroine in video game history by Michael Rougeau of *Complex*,*[77] and Tom’s Guide’s Marshall Honorof included her among top ten video game female protagonists, writing that “equally good at gunning down the undead and solving tricky puzzles, Jill set a high standard for heroines in survival-horror games: smart, capable and devoted to her partners.”*[78] That same year, the “smart and resourceful” Jill was also similarly ranked as the tenth best female protagonist in gaming by the staff of *GamesTM*, who stated: “When you think of a lead protagonist for the series, your mind might jump to Chris Redfield or Leon S. Kennedy, but she’s the most consistent character throughout the series. When you need a gigantic genetically altered zombie taking down, she’s the girl to do it.”*[79] Schuyler J. Dievendorf of *The Escapist* included her on his 2014 list of eight “most badass videogame ladies”.*[80]

One of the celebrated aspects of Jill’s role in the series has been her ongoing partnership with Chris Redfield. James Hawkins of Joystick Division graded Chris and Jill as the fifth top duo in video game history, as “the two of them together make a force that cannot be slowed by even the most sophisticated undead forces.” He explained why the partnership worked so well, saying; “Jill Valentine represents the more intellectual protagonist -- the kind that survives on a sharp mind, a thrifty expenditure of resources, and sheer cleverness [that] contrasts perfectly Chris Redfield’s *machismo*.”*[81] In 2012, Brittany Vincent of *Complex* ranked them as the 15th “most a**-kicking” game duo saying, “Forget Chris and Sheva. Jill is where it’s at”,*[82] while *PlayStation Universe* opined that the duo together form “the nucleus” of the whole series.*[83]

Jill has been often regarded as one of most attractive female characters in video games by various publications. As such, she was included on the lists of nine “sexiest babes of action games” by *The Times of India**[84] and of gaming’s finest brunettes by GameDaily.*[85] In 2001, Omar Ali of *Gaming Target* included Claire and Jill together on his list of “all time favorite leading ladies in video games” as “two girls who made the dead rise up with their looks.”*[34] In 2003, *GameSpy* ranked her as the seventh top “babe in games”, adding that “even those of us who weren’t big fans of the games” will remember Jill.*[86] *UGO* included Jill on the lists of top 11 “videogame heroine hotties” in 2007 (at third place) and among top 50 “videogame hotties” in 2011, noting her to be a core character of the *Resident Evil* series and citing her high popularity.*[87]*[88] In 2008 *News.com.au* named her as the number one sexiest video game character of all time, noting her popularity with both male and female gamers for different reasons.*[89] That same year, she was also featured ninth on the list of top “video game vixens” by *Spike TV*,*[90] seventh on *Virgin Media*’s list of top “game babes”,*[91] and seventh on *Chip*’s top “girl of gaming” list.*[92]

In 2010 *Videogamer.com* included Jill on the list of top video game crushes, stating that “she sure as hell picked the lock to our heart.”*[93] That same year, Joystick Division’s James Hawkins ranked her as the fifth sexiest video game character, adding that she “has become the poster child for the *Resident Evil* franchise – she’s smart, resilient, feisty, and remarkably beautiful,”*[94] while *AfterEllen.com* similarly chose her as the fifth “hottest” female video game character.*[95] In the 2011 GameZone poll that asked “who would you rather?”, Jill was pitted against *Tomb Raider*’s Lara and won;*[96] to celebrate Valentine’s Day 2011, *Complex* posted an article “Happy V-Day” with a gallery of her “hottest pics”.*[97] That same year, Lisa Foiles of *The Escapist* put her among the top five “hottest blonde chicks” even as Jill is not a real blonde because she regarded Jill as “one of the hottest designed characters ever.”*[98] UGO featured Jill on a 2011 all-media list of the 50 “imaginary women that really need to be brought to life by science somehow”,*[99] also including her in their list of the 99 “hottest” fictional women of 2012.*[100] In 2012, Larry Hester of *Complex* ranked Jill as 43rd “hottest” woman in video games, adding that she “pulls it off with her badass army chick steez.”*[101] That same year, *Wirtualna Polska* included Jill among the 20 “sexiest girls in games” of the year for her appearance in *Revelations*.*[102] In 2013, Jill was ranked as the fifth most attractive female video game character by Scott Marley of *Daily Record*,*[103] while Steve Jenkins of *CheatCodes.com* declared her the 12th “hottest video game girl” of all time.*[104]

Criticism Based upon her revealing *Resident Evil 3* outfit, Jill was included among five worst-dressed video game characters for this “slutty cop” Halloween costume” by *1UP.com* in 2008.*[35] A 2010 article in *GamesRadar* described the look as a “douche bag’s girlfriend”*[36] while a 2009 article called the outfit a “simple yet iconic look”, though noted how un-practical it would be in an actual zombie apocalypse.*[105]

In 2008 *GamesRadar* placed her among the top 20 “overlooked game babes”, stating that “her affinity for adolescent head gear gives her a *Blossom* vibe that the world has long since rejected for its lack of sex appeal,” with Stephen Pierce calling her “like a big dirty solider [sic] but with slightly longer hair, no dick and a set of tits.”*[106] In 2009, Jesse Schedeen from *IGN* named her as one of the characters in all media “who deserve better” due to her treatment in the films and lack of appearances since *Resident Evil 3* until a small role in *Resident Evil 5*, her roles being “stolen” by Alice and Sheva.*[107] In 2012, *Resident Evil 6* producer Yoshiaki Hirabayashi wrote they have “heard a lot of love for Jill and Claire recently and people asking if they’ll be in the next *Resident Evil*.”*[108]

Memes

A cheesy “You were almost a Jill sandwich” line spoken by Barry Burton in the first *Resident Evil* after Jill is almost crushed by a falling ceiling sparked an Internet meme of the same name.*[67]*[109]*[110]*[111] Another Jill and Barry-related meme is “Master of Unlocking” (which is based on a dialog line that was featured in the original game and was removed in the remake).*[111]*[112]*[113]*[114] UGO featured both of these “hilariously dumb” scenes on their list of the 25 worst cutscenes in gaming history in 2011,*[115] Chris Hoffman from GamesRadar included it among Capcom’s greatest contributions to gaming history in 2013,*[116] and Dave Cook of NowGamer ranked “Jill Sandwich” as the 14th greatest video game meme in 2014.*[117]

These memes were referenced by Capcom in the mobile game *Resident Evil: Uprising* and in the unrelated game *Dead Rising*; in 2012, Complex included *Dead Rising*’s location named “Jill’s Sandwiches” on a list of the best Easter eggs in video games.*[118]*[111]*[119] Bandai included the “Master of Unlocking” (AC-011) card in its *Resident Evil* collectible card game adaptation.*[120]

2.4.3 See also

- Delta Force in popular culture
- List of *Resident Evil* characters

2.4.4 Notes

- [1] However, Guinness' information is incorrect, as the first female player character in a survival horror game was Jennifer Simpson who appeared in the Super Famicom title *Clock Tower*, which released exclusively in Japan in 1995; one year before Jill's first appearance in *Resident Evil*.

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2.4.6 External links

- Jill Valentine at the Internet Movie Database

2.5 Leon S. Kennedy

Leon Scott Kennedy (レオン・S・ケネディ *Reon Sukotto Kenedi*) is a fictional character in the *Resident Evil* horror media franchise by Capcom. He debuted as one of the two playable protagonists of the video game *Resident Evil 2*. Leon later returned as the main character of *Resident Evil 4* and as one of the six protagonists in *Resident Evil 6*. The character was met with positive critical reception.

During the events of *Resident Evil 2*, Leon is a rookie police officer who arrives in the doomed Raccoon City late for his first day on the job, only to confront a zombie outbreak first-hand. During the course of the game, he teams up with civilian survivor *Claire Redfield*, rescues the young *Sherry Birkin*, and is aided by the mysterious *Ada Wong*. Six years later, in *Resident Evil 4*, Leon returns as a secret agent for the U.S. federal government assigned to rescue the president's daughter from a sinister cult. In *Resident Evil 6*, he continues to work for the U.S. government and reunites with Ada and a grown-up Sherry.

Leon also appears as a player character in several other video games, and has a leading role in the CG animated films *Resident Evil: Degeneration* and *Resident Evil: Damnation*, in which he is a special agent for the government. The version of Leon in the live-action film series is portrayed by Johann Urb in *Resident Evil: Retribution*.

2.5.1 Appearances

In video games

Leon debuted in *Resident Evil 2* (1998), as one of the game's two protagonists alongside *Claire Redfield*. In the story, he is an inexperienced police officer who arrives in the Midwestern United States town of Raccoon City just after a viral outbreak started. He meets Claire by chance as she is chased by zombies created by the T-virus. Together, they escape to the Raccoon City Police Department building, where they separate to find a way to get into the sewage system. They eventually arrive at the Umbrella Corporation underground research complex responsible for the viral outbreak.* [7] Along the way, Leon meets Ada Wong, a mysterious woman eventually revealed as a spy seeking a sample of the even more powerful G-virus. During the final confrontation against the seemingly unstoppable T-103 Tyrant that constantly pursues the characters, Ada tosses Leon (or Claire, depending on the scenario) a rocket launcher to destroy the creature. In the end, Leon faces and kills the grotesquely mutated Umbrella scientist *William Birkin*, and escapes from the self-destructing facility along with Claire and Birkin's young daughter *Sherry*.* [7]

An epilogue obtained after completing *Resident Evil 3: Nemesis* reveals that Leon later joined the U.S. federal

government. In *Resident Evil Code: Veronica* (2000), Claire contacts Leon to relay information to her brother Chris while stuck on Rockfort Island.*[7] *Resident Evil: The Darkside Chronicles* (2009) features re-imaginings of *Resident Evil 2* and *Resident Evil: Code Veronica*; it also contains a new scenario set in 2002 that involves Leon and the soldier Jack Krauser on a mission to search for Javier Hidalgo, an ex-drug lord who had been reported to do business with Umbrella.

Leon is the protagonist of *Resident Evil 4* (2005). In 2004, he is a **special agent** assigned to rescue the U.S. president's daughter **Ashley Graham** who is being held somewhere in Europe.*[8] Her kidnappers turn out to be part of an evil cult known as Los Illuminados,*[9] which has taken control of local villagers using parasites known as Las Plagas. As Leon searches for Ashley, he is captured and injected with the parasite. With help from Ada and the Illuminados researcher Luis Sera, Leon is able to remove Las Plagas from his body and to rescue Ashley while confronting the cult. At the climax of the game, Leon kills the cult leader **Osmund Saddler**, but is forced to give a Plagas sample to Ada, who escapes in a helicopter, leaving Leon and Ashley to escape using a **personal water craft**.*[7]

Leon is one of the protagonists in *Resident Evil 6* (2012), alongside Chris Redfield and Jake Muller.*[7]*[10] While the game has four player characters with different storylines, Leon was described as the “main main character”.*[11] In the game, he escapes from Tall Oaks, another American town overrun by zombies following a bioterrorist attack that killed the new U.S. president Adam Benford. Leon teams up with fellow survivor and President Benford's bodyguard, the **Secret Service** agent Helena Harper, to expose the conspiracy that led to the incident. In the later parts of the game, Leon reunites with a grown-up Sherry Birkin, who has become an operative for the U.S. government's Division of Security Operations, and the once again returning Ada Wong, and works to save the world from a global outbreak.

Leon also appears in several non-canonical games in the series. He stars alongside Barry Burton in the **Game Boy Color**-only *Resident Evil Gaiden* (2001).*[12] Along with Claire, Leon is one of two playable characters in the browser and mobile game *Resident Evil: Zombie Busters*.*[13] In the third-person shooter *Resident Evil: Operation Raccoon City* (2012) revisiting the Raccoon City incident, the players control Umbrella operatives sent to kill any survivors, and certain actions can lead to Leon's death.*[14] He is also a **player character** in the “Heroes” mode of this game.*[15]

In films

Leon teams up with Claire Redfield in the 2008 computer-animated film *Resident Evil: Degeneration* in order to stop another outbreak of the T-virus on American soil. He returns in the sequel to *Degeneration*,

Resident Evil: Damnation,*[16] where he is sent to investigate the use of the T-virus during a civil war in Eastern Europe. Unlike the live-action film series, the animated films are canonically set in the same universe as the game series, serving as the prequels to *Resident Evil 5* and *Resident Evil 6*, respectively.

In the live-action film *Resident Evil: Apocalypse* (2004), a newspaper clipping during the credits stated that Leon was killed due to the actions of his partner **Jill Valentine**. However, in an interview, director Paul W. S. Anderson said that, if *Resident Evil: Afterlife* succeeds, he would do a fifth film and would like Leon to make an appearance in it.*[17] Leon then appeared as a major character in *Resident Evil: Retribution* (2012), “poised to rumble with Bad Rain and the defected Jill Valentine”.*[6] The live-action version of Leon is leader of a mercenary group working for **Wesker** who teams up with the film's version of Ada to fight Umbrella, save **Alice** and rescue Jill. At the end of the film, he is one of the characters to survive. He is set to return in the sixth film, *Resident Evil: The Final Chapter*.*[18]

Other appearances

Leon is featured in the 1998-1999 manhua *Shēnghuà Wēijí 2* (“Biological Crisis 2”).*[19] A romantic comedy retelling of the story of *Resident Evil 2*, centered on Leon, Claire and Ada, was released in the Taiwanese two-issue comic *Èlíng Gǔbǎo II* in 1999.*[20] He is also a character in the **Image Comics** comic book *Resident Evil*, and in the novels *Resident Evil: City of the Dead* and *Resident Evil: Underworld* by **S. D. Perry**.

In 2004, Capcom announced a series of outfits based on Leon's clothing, called “Leon's Collection”.*[21] Other Leon merchandise include two action figures by **Hot Toys**,*[22]*[23] three action figures by **NECA**,*[24]*[25]*[26] and more from several other manufacturers, including by **Palisades Toys**,*[27] **ToyBiz**,*[28] and Capcom itself.*[29] At **Halloween Horror Nights** 2013 held at **Universal Orlando**, Leon was featured as one of two main characters in a haunted house called “*Resident Evil: Escape from Raccoon City*”, based on *Resident Evil 2* and *Resident Evil 3: Nemesis*.*[30]

2.5.2 Design and portrayal

Leon was created by **Hideki Kamiya** as a contrast to Chris Redfield from the original *Resident Evil*, who he felt was the “blunt, tough-guy type”. Though Kamiya admitted that while he was a fan of characters like Chris, as it had already been done, he opted to take Leon's development in a different direction. He was surprised at how popular Leon had become, praising his later evolution into a “cool looking guy” for *Resident Evil 4* and adding that he “fell in love all over again”.*[31] Leon



Johann Urb as Leon in the film *Resident Evil: Retribution*

was created for *Resident Evil 2* as the staff wanted to use a character who had no experience with terrifying situations in contrast to using returning protagonists.*[32] While he was originally designed as a veteran police officer, he was changed to a rookie after the original version of *Resident Evil 2* (popularly known as "*Resident Evil 1.5*") had been scrapped.*[33] Leon's design was inspired by the bloodhound of Capcom artist Isao Ohishi.*[1]

Leon was announced as *Resident Evil 4*'s protagonist in November 2002.*[34] As the game was developed, it was intended that Leon would be infected with the Progenitor virus.*[35]*[36] This concept was expanded upon in 2004, when Leon was meant to contract a bizarre disease in his fight against the game's enemies.*[37] In a documentary explaining the conception of the game's characters, it was stated that Leon was intended to "look tougher, but also cool".*[38] His face in *Resident Evil 4* was modeled after the game's animation department director Christian Duerre.*[4]

During development of *Resident Evil: Degeneration*, producer Hiroyuki Kobayashi stated that he would like to make another game starring Leon as the main character.*[39] *Resident Evil 5*'s producer Jun Takeuchi said that the series' fans "would really love" a video game featuring both Leon and Chris as the protagonists due to their popularity, and at the same time, it would be "pretty dramatic" if the two characters never met before the series would end.*[40] *Resident Evil 6*'s producer Kobayashi took a liking to Leon and decided to include him in the game since "he is central to the story".*[11]

Leon is voiced by Paul Haddad in *Resident Evil 2*, by

Paul Mercier in *Resident Evil 4*, *Resident Evil: Degeneration* and *Resident Evil: The Darkside Chronicles*, and by Matthew Mercer in *Resident Evil 6* and *Resident Evil: Damnation*. Mercer described himself as a fan and friend of Mercier and said that he felt honored to take over as the voice of Leon. In an interview, he also detailed his interpretation of Leon and talked about the changes being made to the character.*[41] In the *Resident Evil 2* commercial directed by George A. Romero, Leon was portrayed by Brad Renfro.*[5]

About Johann Urb's casting in *Resident Evil: Retribution*, the film's producer and director Paul W. S. Anderson said, "You have no idea how difficult it is to find someone with Leon Kennedy's hair [who] has to be manly and has to have these long bangs," *[42] adding that "if you put photographs of them side-by-side, it's almost like he was manufactured by Capcom." *[43] Anderson said that the decision to include Leon and other game characters in the film was "fan-driven". Urb mentioned that he learned the video game Leon's mannerisms from watching clips posted on YouTube, commenting that "he doesn't have a high-pitched voice. I feel like he talks how I naturally talk, which is kind of slower." *[43] Speaking about the relationship between Leon and Ada, Urb said: "It's kind of like Mulder and Scully and an *X-Files* type of deal, where you're waiting for it to happen, but it never does. Maybe in the next one, I'm hoping." *[6]

2.5.3 Reception

From rookie cop to Secret Service agent, few gaming characters have endured the Hell on Earth that Leon has witnessed across *Resident Evil 2*, *RE4*, and *RE6*. [...] Leon's ability to keep calm and shoot carrion is indisputably a reason why he's one of gaming's most memorable protagonists.*[44]

—Staff of GamesRadar in 2012

Since his appearance in *Resident Evil 2*, Leon has had a positive reception. In 2010, *Nintendo Power* listed him as their 14th favorite Nintendo gaming hero, stating that he went from a "glorified meter maid with a bad haircut" to a tough guy.*[45] In 2009, *GameSpot* chose him as one of the 64 characters to compete in their poll for the title "All Time Greatest Game Hero".*[46] In a 2010 *Famitsu* poll, Leon was voted by readers as the 31st most popular video game character in Japan.*[47] In the *Guinness World Records Gamer's Edition* from 2011, he was voted as the 36th best video game character.*[48] In 2012, *GamesRadar* ranked him as the 11th most "influential and badass" hero in video games.*[44] *Empire* also included Leon on their list of the 50 greatest video game characters, ranking him 44th.*[49]

IGN has featured Leon on the list of things they would like to see in *Resident Evil 6*,* [50] calling him one of the two main characters of the series along with Chris Red-

field,*[51] and describing him in the article about the best zombie fighters as the “straight-laced hero” of *Resident Evil*.*[52] The IGN character guide made another comparison between Chris and Leon, calling the latter the “determined guy clawing his way up the ladder”.*[53] Gameplanet’s Aylon Herbet wrote that if both Leon and Chris would share starring roles in a *Resident Evil* game it would be “awesome”, believing both of them to be the main protagonists of the series.*[54] In 2010, GameDaily predicted that Leon, along with Claire Redfield, would be the protagonist of the next main *Resident Evil* title, citing the series’ pattern of alternating protagonists and Leon’s last such appearance in *Resident Evil 4*.*[55] In 2013, GamesRadar staff included Leon among the 30 best characters in the three decades of Capcom’s history, stating that “he’s been battling Chris Redfield for the top spot as resident *Resident Evil* lead, but to us there’s no contest between the cool, fashionable Leon and the bullish Chris.”*[44]

IGN also repeatedly named him a character they wished to see in the crossover fighting series *Super Smash Bros.*, describing him an “intimidating hero”, a “unique breed of ass kicker” and one of the best things to happen to the *Resident Evil* series.*[56]*[57] GamesRadar described Leon’s *Resident Evil 4* design as “David Bowie piloting the *Memphis Belle*”, stating that, while it was appealing, the hairstyle required modifications for encounters in the games.*[58] In 2010, *Game Informer* chose Leon as one of the 20 Capcom characters they would like to see in a rumored crossover fighting game titled *Namco Vs Capcom*, his Namco equivalent being *Nightmare* from the *Soul* series: “The only man with enough experience and courage to take out this mutated menace is none other than Leon S. Kennedy. We bet this fight ends with a rocket launcher.”*[59]

Together with Ada Wong, Leon was featured in *The Inquirer*’s 2007 list of the most memorable video game love teams.*[60] In 2011, “a highly dysfunctional [sic] relationship” between Leon and Ada was ranked the ninth top video game romance by James Hawkins of Joystick Division.*[61] According to PlayStation Universe’s Mike Harradence, “we’ve seen Kennedy transition from likeable, wet-behind-the-ears love-sick puppy to a wise-cracking, super smooth government agent”.*[7] In 2012, *Complex* included him on a list of the 25 “douchiest” video game characters for “his sarcastic and moody attitude in RE4”, adding that, while Leon “stepped it up in the series by maturing and becoming a true hero”, they “enjoyed the game more when Leon didn’t speak.”*[62] The character was one of the childhood crushes of MTV’s Kendra Beltran, who in 2013 wrote: “I still can’t forget the rate my heart raced when my eyes set on Leon. I’m sure you felt and continue to feel the same.”*[63]

2.5.4 See also

- List of *Resident Evil* characters

2.5.5 References

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2.6 Claire Redfield

Claire Redfield (クレア・レッドフィールド *Kurea Reddofirudo*) is one of the most important characters in the *Resident Evil* (*Biohazard* in Japan) horror franchise by Capcom. Claire is the younger sister of **Chris Redfield**, an American special police officer who is a protagonist of the first *Resident Evil* game, and is herself a protagonist of the video games *Resident Evil 2* and *Resident Evil Code: Veronica*, where she is a zombie outbreak survivor turned an activist and **vigilante**. She will return as a protagonist of the upcoming video game *Resident Evil: Revelations 2*.

Claire has also appeared in various other media, including several additional video games, the computer-animated anime film *Resident Evil: Degeneration*, and the non-canon live-action films *Resident Evil: Extinction*, *Resident Evil: Afterlife* and the upcoming *Resident Evil: The Final Chapter*, as well as in the promotion and merchandise for the franchise. The game series' version of Claire was well received by critics and became one of the most popular *Resident Evil* characters.

2.6.1 Appearances

In video games

Claire first appears in *Resident Evil 2* (1998), which revolves around her search for her missing brother **Chris**, an officer in the local police special force STARS. Claire arrives in the Midwestern United States town of Raccoon City to find it overrun by zombies. She soon meets up with a rookie cop **Leon S. Kennedy**, but along the way she is separated from him. The rest of the game focuses on Claire's struggle to escape from the city alive.* [6] She maintains radio contact with Leon and teams up with a young girl named **Sherry**, while fighting against the various undead creatures infesting the Raccoon Police Department building, including the mutated scientist **William Birkin**. Claire eventually escapes from the city through the **Umbrella Corporation**'s underground research complex along with Leon and Sherry, after the three of them manage to destroy Birkin. As revealed in the epilogue of *Resident Evil 3: Nemesis*, Claire left to continue her search for Chris, while Leon and Sherry were rescued by the U.S. military.

Claire, still searching for her brother, is the player character for the bulk of *Resident Evil Code: Veronica* (2000),

set three months after the events of *Resident Evil 2*. After an unsuccessful infiltration of Umbrella's medical branch in Paris, Claire finds herself imprisoned on Umbrella-owned Rockfort Island.* [7]* [8] She escapes following another viral outbreak caused by a rival corporation of Umbrella's and teams up with fellow ex-prisoner named Steve Burnside. Claire manages to discover the whereabouts of her brother and send a message to Leon. Claire and the arriving Chris escape from the island, only to find themselves in another of Umbrella's secret labs, this time in **Antarctica**, before they are taken captive by **Alexia Ashford**. The second half of the game follows Chris trying to save his captured sister from Umbrella. Chris finds his way into the Antarctic lab and rescues her before the final battle with Alexia. The siblings escape from the facility via the transport airplane Chris used to get there. During the game's ending they vow to put an end to the Umbrella Corporation.

Claire is also playable in *Resident Evil: The Darkside Chronicles* (2009), which retells the events of *Resident Evil 2* and *Code: Veronica*, and in the uncanonical spin-off games *Resident Evil: The Mercenaries 3D* (2011) and *Resident Evil: Operation Raccoon City* (2012). Claire is also one of two playable characters in *Resident Evil: Zombie Busters*, which started as a browser game in the Capcom Party line and in 2011 was converted for mobile phones,* [9] and in *Resident Evil: Uprising*, which is a mobile game version of *Resident Evil 2*. In addition, she is an unlockable bonus character in the unrelated Capcom title *Trick'N Snowboarder* (1999),* [10] and appears in the browser-based social game *Onimusha Soul*, where she is re-designed to fit the feudal Japan theme.* [11]

Claire is set to appear as the main protagonist in *Resident Evil: Revelations 2*. Releasing in early 2015, *Revelations 2* is set to follow Claire and Chris' old friend **Barry Burton**'s daughter Moira as they explore an abandoned island facility.* [12]

In films

In Paul W. S. Anderson's film *Resident Evil: Extinction* (2007), Claire is the leader of a convoy of zombie apocalypse survivors who, at the end of the film, go to **Alaska** in search of a safe haven.* [6] According to reporting in 2007 **Gamasutra**, a live action spin-off featuring Claire as the main character has also been suggested.* [13] In *Resident Evil: Afterlife* (2010), Claire is ambushed by the Umbrella Corporation and manipulated by a device that controls her and impairs her memory by injecting a drug into her bloodstream, before she is rescued by Alice and reunited with her brother Chris.* [14] Together, the three manage to defeat **Albert Wesker** with the help of convoy survivor **K-Mart**, who had been a close friend of Alice and Claire, and find themselves preparing to fend off an attack by Umbrella led by a device-controlled Jill Valentine. Claire did not return in *Resident Evil: Retribution*, where she, Chris, and K-Mart are presumed dead but were cap-



Claire's live-action film actress Ali Larter in 2008

tured by Umbrella,*[15] but Anderson confirmed that Ali and her character "are still in the franchise." *[16] She is set to return in the sixth film, *Resident Evil: The Final Chapter*.*[17]

Claire plays a major role in the CG-animated film *Resident Evil: Degeneration* (2008) alongside Leon S. Kennedy. The film is set seven years after the events of *Resident Evil 2*.*[18] In it, Claire is now a member of TerraSave, a non-governmental organization which handles search and rescue at chemical and biological attacks. She and Angela Miller, a police officer, are rescued from a bio-terrorist incident at the Harvardville Airport by Leon. Together, the three survive a zombie outbreak at the WilPharma Corporation's research complex, in the end exposing and arresting WilPharma's researcher Frederic Downing.

Other appearances

The video game series' version of Claire is featured in the 1998–1999 manhua *Shēnghuà Wēijí 2* ("Biological Crisis 2").*[19] A romantic comedy retelling of the story of *Resident Evil 2*, centered on Claire, Leon and Ada, was released by Ching Win Publishing Co., Ltd. in the two-issue Taiwanese comic *Élīng Gǔbǎo II* in 1999.*[20] She also appears in S.D. Perry's 1999 novels *Resident Evil: City of the Dead* (a novelization of *Resident Evil 2*), *Resident Evil: Underworld* (an original story) and *Resident Evil Code Veronica* (a novelization of the game of the same title and the last book in the series), as well as in the comic book series *Resident Evil* by Capcom (1998) and *Resident Evil: Code Veronica* by WildStorm

(2002).*[21]

Claire appeared in George A. Romero's Japanese TV commercial for *Resident Evil 2*, as well as in a viral marketing video to promote *Resident Evil 5* (despite Claire not appearing in actual game).*[22] Several action figures of Claire were released by various manufacturers, including one by Toy Biz in 1998,*[23] as well as two by Moby Dick Toys,*[24]*[25] two by Palisades Toys,*[26]*[27] and one by Volks in 2001.*[28] A Claire block-style figure was also released by Dragon in the Kubrick's *Resident Evil* line,*[29] while Vanilla Chop produced a resin kit.*[30] In addition, one of costumes for the character C. Viper in the fighting game *Ultimate Marvel vs. Capcom 3* was inspired by Claire's iconic look in *Resident Evil 2*.*[31]

2.6.2 Design and portrayal

Claire Redfield was originally known as 'Elza Walker', the female lead in the original version of *Resident Evil 2* (in 1997, after a year of work, this version of the game was scrapped by the development team and is now widely referred to as "*Resident Evil 1.5*"). In the released version of the game, Elza Walker, a blond*[32] college student and motorcycle racer,*[33]*[34]*[35] was changed into Chris Redfield's sister named Claire.*[36] Her appearance and background remained mostly unchanged, but she was given an explanation for her skills with firearms and other weapons and her reason for coming to Raccoon City was to search for Chris, as opposed to trying to recruit fans at Raccoon City university to form a racing team back in her hometown. She was also given physical features which more closely resemble her brother, her signature jacket with "Made in Heaven" printed on the back, and a sheath for a standard-issue STARS knife from Chris.*[37]*[38] These changes that occurred were done to connect *Resident Evil 2* to the original game. The book *Level Up!: The Guide to Great Video Game Design* called Claire a "perfect example" of the theme "opposites attracts", as she and her fellow Raccoon City survivor Sherry Birkin (a little girl dressed in a Japanese school uniform in RE2) "couldn't be more different." *[39]

For *Revelations 2*, the now hardened and aggressive Claire was redesigned to be a contrasting character to the young, immature and easily scared Moira Burton, who was defined as a purely supporting character, and they both serve different roles in the story and have different functions. Producer Michiteru Okabe said: "Really, only after did we look back and say, 'Oh, I guess they are both girls.' Which is good, because it means we're treating them as whole characters and not just as their gender. What we settled on is the idea that you have different roles -- it isn't two against the world, it's one against the world with a helper." *[40]

Claire is voiced by Alyson Court in the games and in *Resident Evil: Degeneration* (her Japanese voice actress in the Japanese version is Yūko Kaida), for which she was motion-captured by Lori Rom. In the *Resident Evil 2* commercial she was played by Adrienne Frantz.

The character of Claire Redfield from the *Resident Evil* live-action universe did not exist in the early drafts of the film *Resident Evil: Extinction*, as Jill Valentine was supposed to re-appear from her debut in *Resident Evil: Apocalypse*. Later, producers Paul W. S. Anderson and Jeremy Bolt decided to have a separate game character appear alongside the previous film's lead Alice: "We thought, rather than bring Jill back, put her with another game heroine." *[41] The film's Claire has no connection to the video game character and her look has been completely redesigned.*[42] According to Claire's actress Ali Larter (dubbed by Hiroe Oka in the Japanese version of the films), in the sequel to *Apocalypse*, *Resident Evil: Afterlife*, she was dressed in the outfit that Claire wears in "the videogame".*[43]

2.6.3 Reception

The character of Claire Redfield was very well received by critics for her good looks and survival prowess. The staff of *Eurogamer* nominated her for the Gaming Globes 2000 awards in the category "Female Lead Character".*[44] In 2001, Omar Ali of *Gaming Target* included Claire and Jill together on his list of "all time favorite leading ladies in video games" for being "two girls who made the dead rise up with their looks." *[45] In 2007, Rob Wright of *Tom's Games* listed Claire among the 50 greatest female characters in video game history.*[46] *CHIP* ranked her as 16th on their 2008 list of top "girls of gaming".*[47] Featuring her in their 2009 list of top nine greatest video game heroines of all time, Peter Hartlaub of the *San Francisco Chronicle* chose Claire as an example of a positive female game character that "Brandi Chastain would be proud of," *[48] while GameDaily featured her among the "chicks who will kick your ass" (listed alongside Ada Wong, Jill and Sheva Alomar).*[49] That same year, Jesse Schedeen of *IGN* chose her as one of the characters to recruit for an ultimate counter-zombie strike force.*[50] Claire's guest appearance in *Trick'N Snowboarder* placed fifth in GamesRadar's 2010 list of best character cameos.*[10]

Several publications included Claire among the most attractive video game characters. In 2008, she was included in GameDaily's list of top "hottest game babes", ranked as 42nd,*[51] as well as in UGO's list of top "videogame hotties", ranked as 46th.*[52] In 2011, Rich Knight of *Complex* pitted her against Jill Valentine in the feature "Battle of the Beauties", category "zombie killer", but chose Jill over her.*[53] In 2011, Peter Rubin of *Complex* ranked the live-action version of Claire as 15th on the list of "hottest women in video game movies" and rated Ali

Larter's likeness to the character at 56%.*[54] Lisa Foiles of *The Escapist* ranked Claire as the third "cutest redhead" in video games.*[55] There was an urban legend style rumor of a nude code for Claire in *Resident Evil: Code Veronica*.*[56]

IGN included her among the characters they would like to see returning for *Resident Evil 6*, with Jesse Schedeen calling Claire "leagues above that walking bag of useless called Sheva." *[57] PlayStation Universe also chose Claire in her outfit from *Resident Evil 2* as one of the five characters they wanted to appear in *Resident Evil 6*'s Mercenaries mode as she "is long overdue a canonical appearance in the series." *[58] In 2012, *Resident Evil 6* producer Hiroyuki Kobayashi wrote they have "heard a lot of love for Jill and Claire recently and people asking if they'll be in the next *Resident Evil*." *[59]*[60] Including Claire among the 30 best characters in the three decades of Capcom's history, GamesRadar staff commented in 2013: "Sadly she's fallen into the background of the series, which makes sense she avoided work as a government zombie hunter, but we hope Capcom has plans for her in the future. Here's a suggestion: a co-op focused *RE* that teams Claire up with the almost as underused Jill. It's your move Capcom." *[61] Reacting to Claire's return in *Resident Evil: Revelations 2* IGN's Mitch Dyer wrote: "The *Resident Evil* series places women in prominent, powerful, playable roles. Jill Valentine, Rebecca Chambers, Sheva Alomar, and Ada Wong, to name a few. Still, they're often opposite a male lead. This is the first time a *Resident Evil* game has revolved around the story of two women. It's fun to get to play as Claire again." *[40]

2.6.4 See also

- List of *Resident Evil* characters

2.6.5 References

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2.6.6 External links

- Claire Redfield at the Internet Movie Database

2.7 Ada Wong

Ada Wong (エイダ・ウォン *Eida Won*) is a fictional character in the *Resident Evil* (*Biohazard* in Japan) horror franchise by Capcom. She is a mysterious and ambiguous antihero figure, working for the series' villains but also helping the protagonist **Leon S. Kennedy**. Introduced as a supporting character in the video game *Resident Evil 2* in 1998, Ada (/eɪdə/) later appeared as a player character or in supporting roles in the video games *Resident Evil*

4, *Resident Evil: The Umbrella Chronicles*, *Resident Evil: The Darkside Chronicles*, *Resident Evil: Operation Raccoon City* and *Resident Evil 6*, as well as in the animated film *Resident Evil: Damnation*. The live-action film series' version of Ada first appeared in *Resident Evil: Retribution*.

2.7.1 Appearances

In video games

An American woman of Chinese descent,*[5] Ada is first mentioned in the original *Resident Evil* (1996) set in the year 1998. A letter written by dying Umbrella Corporation researcher John*[6] was addressed to a woman named Ada.*[7] There was an Umbrella researcher named Linda during the early development stages of the sequel (a version popularly known as "*Resident Evil 1.5*").*[8] The character was eventually given the full name Ada Wong in order to provide a connection to the first game. John was infected with the deadly T-virus during an outbreak in the Arklay Laboratory facility; he asks Ada (who had manipulated him to steal Umbrella's secrets for a rival company)*[6] to destroy the Spencer Mansion (the first game's setting) and to reveal the incident to the public.*[7]

Ada makes her first on-screen appearance in *Resident Evil 2* (1998), set several months after the events of the first game. In the game, she is a spy for an unnamed rival company who is sent to recover a sample of the deadly G-virus from Umbrella's lab in the zombie-infested Raccoon City.*[9] Ada poses as a bystander who is searching for her missing boyfriend John when she meets **Leon S. Kennedy**, a rookie police officer trapped in the city.*[10] Her secret agenda is exposed, and (depending on which scenario is played) she is seriously wounded by either Annette Birkin or the monster **Tyrant T-103** in an attempt to save Leon. She later drops him a rocket launcher to defeat the T-103.*[6] An epilogue in *Resident Evil 3: Nemesis* as well as a fictional documentary in *Code: Veronica* confirm that Ada survived the ordeal. Her role in *Resident Evil 2* is explored in more detail in *Resident Evil: The Umbrella Chronicles* (2007)*[11] and *Resident Evil: The Darkside Chronicles* (2009).*[12] *The Umbrella Chronicles* shows Ada's escape from Raccoon City, as she fights her way out and grapples onto an Umbrella helicopter as it passes overhead. Ada also appears as an enemy in another *Resident Evil* spin-off game, the non-canonical *Resident Evil: Operation Raccoon City* (2012), in which she is also a playable character in its multiplayer “Heroes” mode.*[13]

Her next starring role is in *Resident Evil 4* (2005) set in the year 2004. Ada assists Leon in his mission to rescue the U.S. president's daughter Ashley Graham from the sinister cult Los Illuminados that is based in a remote area of Spain.*[14] However, her true objective is to obtain a sample of the dominant species Plaga parasite developed by the cult. She reports to the villain

Albert Wesker who is now in a high position within the rival company.*[15]*[16]*[17] Ada is dispatched for this mission alongside Jack Krauser who distrusts her and believes she is a threat to Wesker. She enlists the help of the researcher Luis Sera who manages to steal a sample but is then killed by the cult's leader Osmund Saddler. Ada is briefly captured and planned to be sacrificed but manages to escape. After meeting Leon, she saves him from Krauser who was ordered by Wesker to eliminate Leon. Ada destroys the cult's battleship and the Plaga-mutated Krauser, and aids Leon in various ways. Eventually, she is taken hostage by Saddler, who uses her as bait to trap Leon. Leon, however, is able to free her, and Ada provides him with a special rocket launcher to destroy a mutated Saddler before escaping with a sample via helicopter. Ada appears in the game's sub-scenario "Assignment: Ada", as well as in the "Mercenaries" mode. In the PlayStation 2, PC, Xbox 360, PlayStation 3 and Wii ports of *Resident Evil 4*, a new scenario starring Ada was included. Titled "Separate Ways", it depicts the events of the main game from her perspective. The fictional documentary "Ada's Report" describes her involvement with other characters in the story.*[18] In her report, it is revealed that she works for a different organization than Wesker's, sending him an inferior strain and stealing the parasite sample for herself instead.

Ada is a playable character in *Resident Evil 6* (2012) set in 2012-2013, where she is "a lone spy working in secret".*[19] Her campaign, designed to bring the answer to some of the game's mysteries,*[19] becomes available after the player finishes the storylines for the main characters Leon, Chris Redfield and Jake Muller.*[20] During the course of the game, it is revealed that Ada is a former associate of the rogue National Security Advisor Derek C. Simmons who becomes dangerously obsessed with her. Though she originally worked on her own agenda, she gets caught up in the game's events and is forced to help Leon in his mission to stop Simmons' plans. Initially single-player only, Ada's campaign features the action-oriented gameplay of *Resident Evil 4* and *Resident Evil 5*, combined with stealth elements and puzzles similar to the earlier games in the series. Ada is primarily armed with a crossbow, uses a grapple gun, and is aided by (or "using") Leon and his new partner Helena Harper.*[21] The campaign incorporates boss battles against Helena's C-virus infected sister Deborah and the mutated Simmons from Leon's campaign, as well as a boss fight unique to Ada.*[19] Ada's sidekick in *Resident Evil 6* is a mystery "agent" who does not appear in any of the cinematic scenes, as he was added post-release via a patch to be an optional online multiplayer partner during her campaign.*[22] In addition, both Carla-Ada and the real Ada are unlockable playable characters for the game's "Mercenaries" mode.*[23]*[24]

Added to the mix is Carla Radames, a researcher who became a clone of Ada and was created by Simmons with the C-virus. Carla, who believes she is actually Ada, is

the main villain of the game, leading the Neo-Umbrella forces responsible for unleashing C-virus outbreaks and fighting against the Bio-terrorism Security Assessment Alliance (BSAA) forces led by Chris Redfield. She first appears in the Republic of Edonia in Eastern Europe and then in the city of Lanshiang, China. After learning the truth about herself, Carla is driven insane and resolves to infect the entire world. She eventually succeeds in infecting Simmons, but is killed by one of his men. Ada is forced to fight Carla who injects herself with a massive dose of the C-virus. After destroying the resurrected and mutated Carla, and parting ways with Leon, the real Ada destroys Carla's "greatest creation" before it could fully hatch from its cocoon. Ada then receives a phone call from her organization about a new job, which she accepts.

In films

In the live-action film *Resident Evil: Retribution* (2012), Ada Wong is held captive by the Umbrella-controlled Jill Valentine* [25] and fights against Jill and Bad Rain,* [26] together with Alice.* [27] Despite their romantic involvement in the video game series, Li described Ada and Leon Kennedy's relationship in the film as "subtle".* [26] In *Retribution*, Ada is an associate of Wesker and had defected with him from Umbrella to save the remnants of mankind, while Leon is one of their mercenaries. All three of them survive the events of the movie. She is set to return in the sixth film, tentatively titled *Resident Evil: The Final Chapter*.* [28]

The game series' Ada appears in the second computer-animated *Resident Evil* film, *Resident Evil: Damnation* (2012) that is set in an Eastern European war zone. Trailers for the film showed Ada introducing herself as a special investigator from the UN counter-bioterrorism agency BSAA.* [29]* [30] She is revealed to be a spy and thus captured by President Svetlana Belikova of the film's fictitious Eastern Slav Republic. Ada manages to escape and meets up with Leon (who at first briefly fights with her), then survives and flees. She is last seen speaking to an unknown figure, offering him a stolen sample of the Dominant Plaga strains in exchange for the erasure of an arrest warrant that Belikova and the BSAA had put against her.

Other appearances

Ada was featured in the 1998–1999 manhua *Shēnghuà Wéijī 2* ("Biohazard 2").*[31] A romantic comedy retelling of the story of *Resident Evil 2* centering on Leon, Claire and Ada was released in the Taiwanese two-issue comic *Èlíng Gǔbǎo II* by Ching Win Publishing Co., Ltd. in 1999.* [32] Capcom screenwriters created two *Resident Evil 2* radio dramas broadcast on Radio Osaka in early 1999 and later released by publisher Suleputer as two separate CDs with the common title *Biohazard 2 Drama Album*,* [33]* [34] including *Ikiteita Onna Spy Ada* (lit.

“Ada, the Female Spy, is Alive”). Set a few days after the events of the game, it deals with Ada's mission to retrieve **Sherry Birkin**'s pendant with the G-virus sample from Umbrella enforcer **HUNK**. Ada intercepts the delivery of the locket in the village of Loire in France, eliminating HUNK and his men. She survives an accidental T-virus leak, escapes and realizes her feelings for Leon, deciding to quit the spy business and return to him.*[33] Canonically, the characters' story arcs are continued differently, as Ada keeps the pendant with the G-virus and resumes her activities as a spy.*[35]*[36]

Two action figures of Ada were included in the figure sets Resident Evil 2: Platinum Edition 2 by **Toy Biz** (1998)*[37]*[38] and Resident Evil 4: Series 1 by **NECA** (2005).*[39]*[40] **Hot Toys** released a 1/6 scale action figure of the character in 2012.*[41]*[42] Several Ada statuettes were also released exclusively in Japan.*[43]*[44] **Sony Music Entertainment**'s *Biohazard: The Umbrella Chronicles Original Soundtrack* features Ada on the covers.*[45]*[46] In 2011, Ada Wong was added to **Bandai**'s *Resident Evil Deck Building Game* in the expansion *Nightmare*. Ada-related items were also released with the pre-order and limited editions of *Resident Evil 4*.*[47] The character made her first guest appearance in the browser-based social game *Onimusha Soul* (2013), where she was re-designed to fit a **feudal Japan** theme.*[48]

2.7.2 Design and portrayal

When *Resident Evil 2* was still in development, Ada was a researcher named Linda who aided the player throughout the game. The character was changed for the game's final version.*[8] Her costumes include a red casual miniskirt outfit as seen in *Resident Evil 2*, her now-iconic red dress and a black combat suit from *Resident Evil 4*, and an outfit consisting of a red shirt with raised collar, black leather trousers and high-heeled boots from *Resident Evil 6*. Ada's motion capture actress in '*Resident Evil 6*', **Michelle Lee**, said that the process was “definitely a challenge and with the amazing team they were very specific on how she moved, her specific characteristics and even how she stood still” .*[49]

Ada is voiced by **Sally Cahill** in *Resident Evil 2*, *Resident Evil 4* and *Resident Evil: The Darkside Chronicles*,*[50] by an unnamed actress in *Resident Evil: The Umbrella Chronicles*, and by **Courtenay Taylor** in *Resident Evil: Operation Raccoon City*, *Resident Evil: Damnation* and *Resident Evil 6*. Cahill described the character as “a totally hip, modern, kick ass **femme fatale** who could handle weapons awesomely” and stated that she loved Ada's “resilience, her strength with still being sexy and very female”.*[51] Taylor said: “Obviously, they want the voice you auditioned with, but seeing Ada made me give her characteristics. She's sort of cat-like and she walks very quietly and you can tell she's very lithe. She's sort of effortless, so that was great.” *[52]

In 2011, Li Bingbing was cast as the *Resident Evil* live-action film series version of Ada, only a few days after her first audition. She did not know anything about the games and the characters, but after learning about them, she thought that Ada's personality was “very much” like her own.*[53] The film's producer Robert Kulzer described her as “perfectly cast”, saying: “In addition to being an extremely talented actor, she's sharp, sexy and smart—all qualities that the Ada Wong character had to have.” *[54] During filming, Li wore a US\$7,500 wig*[26] and “enjoyed” the firearms training she received.*[55] She complained about her being cold in Ada's revealing “qipao with a high slit that flapped when the wind blew”, but added, “I wanted the slit to be that high after I saw the images of Ada Wong from the game... Not that I wanted it to be that high but that was where the opening would be the most beautiful and cool.” *[56] Apparently due to the **Senkaku Islands dispute**, Li did not attend the Tokyo premiere of the film and reportedly also requested that her image be edited out of its promotional posters in Japan.*[57] In the film, Ada's voice was dubbed by **Sally Cahill** in English and by **Maya Okamoto** in Japanese. Li was cast to reprise her role in the sixth and final film in the series.*[58]

2.7.3 Reception

Ada was well received by critics. In 2007, Ada was listed by Rob Wright of *Tom's Games* among the 50 greatest female characters in video game history. He suggested she be played by **Kelly Hu** in the live-action *Resident Evil* series.*[59] That same year, she was ranked second on the list of top “video game chicks” by *ActionTrip*.*[60] *GameDaily* featured her as their “Babe of the Week” in 2007 and described her as a “gun-toting hottie” with capabilities to star in her own video game.*[61] They also included her in the Babe of the Week galleries “Asian Beauties” *[62] and “Girl Power” where she was listed alongside **Claire Redfield**, **Jill** and **Sheva Alomar**.*[63] *IGN* included her on the list of characters they would like to see return for *Resident Evil 6*.*[64] *Retribution* producer **Jeremy Bolt** said fans were “very, very pleased with all of our choices [in the film], particularly Li Bingbing, who plays Ada Wong. They visited us on set last week, and they were really blown away by her.” *[65] According to Li Bingbing speaking in 2012, the character has “a big fan base” in China.*[53]

Ada has often been described as one of the sexiest female characters in all of video gaming. *GameTrailers* named her a “sexy she-devil” and ranked her number five among the top ten “gamer babes” of 2007.*[66] In 2008, *UGO* ranked Ada as the fourth top “videogame hottie”, describing her as “drop dead gorgeous” and stating that they anticipate what the series has in store for her in the future,*[67] while **Chris Buffa** of *GameDaily* ranked her the 12th “hottest game babe” .*[68] In 2009, this “kinda babe guys dream about” was featured in *MSN*'s list



A cosplayer of Ada from RE6 at Roma Comics & Games 2013

of “gaming's hottest babes”, *[69] as well as showcased in a similar article by Polish tabloid *Fakt*.*[70] In 2010, *The Times of India* listed her among the nine “sexiest babes” of action games,*[71] while AfterEllen ranked her as the 11th “hottest” female video game character.*[72] In 2011, *Complex* ranked her as 24th “best looking sideline chick in games”, commenting on Ada's resemblance to Nikita from *La Femme Nikita*.*[73] In 2012, Larry Hester of *Complex* ranked her as 28th of the “hottest” women in video games, describing her as “enshrined in fanboy canon forever more,” *[1] while Polish web por-

tal *Interia.pl* included Ada from *Resident Evil 6* among the “sexiest game heroines” of 2012.*[74] Ada was ranked as the eighth sexiest female video game character by Scarlet Clearwater of *Soletron* in 2013.*[75]

Complex ranked Ada 19th on the 2011 list of “most diabolical video game she-villains”, noting her “dragon-lady qualities.”*[76] In 2013, Liz Lanier of *Game Informer* included Ada among top ten female villains in video games, stating that “whether you want to call her a bad guy or just an anti-hero, it's clear that her enemy is whoever gets in her way; if that happens to be a former ally, so be it.”*[77] She was also included on the 2014 list of top ten “hottest” female villains in gaming by Travis Huber of *Cheat Code Central*.*[78] Ryan Bates of *Game Revolution* ranked her as the 16th on his 2014 list of top “mean girls in gaming” and wrote that “the scariest part about this *Resident Evil* stalwart is that players never know if she's working for the Umbrella Corporation, for Wesker, for someone else altogether, or for her own motives. Ada proves that a person, man or woman, without loyalties is a person to be distrusted.”*[79]

Together with Leon, Ada was also included by Alexander Villafania in *The Inquirer*'s 2007 list of the most memorable video game love teams.*[80] In 2011, “a highly dysfunctional relationship” between Ada and Leon was ranked as the ninth top video game romance by James Hawkins of *Joystick Division*.*[81] Chris Warrington of *PlayStation Official Magazine* included Ada in her characteristic red dress on the 2012 list of eight best dressed PlayStation characters, calling her “the wearer of the finest dress on the PlayStation.”*[82] That same year, *Complex*'s Larry Hester ranked her as the eighth best Asian character in video games, stating that this “bad girl killed zombies like roaches with the sophistication of a ballet dancing gunslinger.”*[83] In 2013, ZoominGames ranked Ada as number one top Asian female in gaming for her aura of mystery and combining “cool with sexy”.*[84]

Unlike *Jill* and *Claire*, whose cleverness and puzzle-solving skills were well-matched to intricate, booby-trapped mansions and police stations, Ada's character has been molded to fit the *Leon* scenarios' faster-paced, shooter-style gameplay. Even in *RE2*, she is a character explored entirely in sound bites: Charismatic. Single-minded. Cunning. Vixen. Mysterious. She's definitely the modern image of “girl power.”*[85]

Lara Crigger, *The Escapist*, 2007

Lara Crigger of *The Escapist* found Ada to be not only “the femme fatale archetype given pixilated form” but also “a strong, feminist role model” that is “beautiful and sexual” in light of the existentialist philosophies of Simone de Beauvoir.*[85] According to Nadine Farghaly of the University of Salzburg, unlike the “sexlessm objects” such as *Claire* and *Rebecca*, or *Silent Hill*'s *Heather*, Ada is a gender fluid character as “she has attributes

typically associated with males, such as physical strength and intelligence, and traits typically associated with females, such as beauty and poise.” *[86] *Play* editor Gavin Mackenzie criticized her perceived “bitch” personality in *Resident Evil 4* in retrospective from the events of *Resident Evil 2*.*[87]

Matt Cundy of *GamesRadar* found Ada's outfit from *Resident Evil 4* to be unsuitable for the game's theme, ranking her iconic “out-of-our-price-bracket Shanghai hooker” look as the most impractical of all main outfits of the series' stars and commenting that anyone dressing like her to fight zombies “would have to be certifiably mental.” *[88] On the other hand, Lisa Foiles of *The Escapist* included Ada (as well as Jill and Sheva) among her five examples of actually practical female hairstyles in video games.*[89] and, contrary to Cundy's opinion, some film critics expressed a positive opinion about the practicality of Ada's high-slit dress.*[90]*[91] In 2014, Julia Cook of *Paste* ranked Ada as number one “best dressed lady” in video games and also called her “arguably the sexiest character in videogames.”*[92]

2.7.4 See also

- List of *Resident Evil* characters

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2.8 Nemesis (Resident Evil)

The **Nemesis**, also called the **Pursuer**^{*[2]} or **Chaser** (追跡者 *Tsuisekisha*),^{*[3]*[4]} is a fictional character in Capcom's *Resident Evil* franchise. It appears in *Resident Evil 3: Nemesis* before later emerging in other titles and cameo roles. It is also featured on various merchandise and in the 2004 film *Resident Evil: Apocalypse*. The character is voiced by an uncredited actor in the game, and portrayed by Matthew G. Taylor in the film.

Since the Nemesis' introduction, the character has received a positive reception, and has come to be regarded as one of the series' most popular characters. Some publications have praised its role as an intimidating villain, while others have noted it as one of their favourite and most terrifying monsters in video games.

2.8.1 Conception and design

Introduced in *Resident Evil 3*, the Nemesis was designed under the concept of a "huge, overpowering monster that could use weapons and intelligently track you anywhere" . During development, many different designs were considered. Although some elements remained constant among them, the early designs featured several different degrees of surface damage, as well as different options for clothing such as a protective vest instead of a coat or a nude design similar to the original Tyrant from *Resident Evil*.^{*[5]}

In the series' story, the Nemesis is the result of infecting a Tyrant —a humanoid bio-weapon created to be the ultimate lifeform^{*[6]}—with a parasitic organism designed to increase its intelligence. Upon infection, the parasite takes control of the Tyrant's nervous system, forming its own brain and enabling it to follow precise instructions and make decisions without a need for constant direction.

Clothed in black trousers, an overcoat, boots, and gloves, the Nemesis is armed with a rocket launcher mounted on its left arm.^{*[7]} To emphasize its design as a prototype, the game developers left exposed muscles on its body and added stitches to cover the right eye.^{*[8]} Upon spotting its target, it says the target's name out loud and attacks.^{*[7]}

The secretions from the parasite give the Nemesis massively heightened regenerative abilities, which result in the creature being almost impervious to damage; although it can be put down with enough fire from small arms, eventually it *will* repair itself and resume the pursuit of its targets. However, this resulted in unexpected side effects, including damage to the skin and the emergence of additional tentacles, as well as unpredictable mutations caused by further attacks.^{*[9]} In *Resident Evil 3*, the creature's survival instincts eventually override Nemesis' programming, causing the host's body to reject the parasite and transform into a giant digestive organ. Featuring large central bone protrusions and elongated tentacles, it crawls looking for prey, yet continues trying to complete its mission despite its now diminished intelligence.^{*[7]} This design proved to be the most difficult for the game's development team, as they worked to try to make it appear as unique as possible.^{*[8]}

2.8.2 Appearances

In video games

The Nemesis, named after the Goddess of Vengeance from Greek mythology, first appears in the 1999 PlayStation game *Resident Evil 3: Nemesis* as the game's title character and primary antagonist. The product of years of research,^{*[10]} the prototype is deployed by the Umbrella Corporation to hunt and kill the STARS police team as a field test, and as revenge for the destruction of the original Tyrant.^{*[8]} The game's protagonist, Jill Valentine, first encounters the Nemesis outside Raccoon City's police station where it kills Brad Vickers and then pursues her, uttering "STARS..." on sight. The Nemesis continues to stalk Valentine throughout the game, attacking with physical blows and grabs, and later, armed with a rocket launcher. After losing its overcoat as a result of heavy damage, the Nemesis mutates, and gains the ability to attack with long, extendable tentacles. Despite later being doused in acid, the Nemesis continues its pursuit, and mutates into a much larger monster after absorbing a dead Tyrant, gaining the ability to spew poison. Jill finally defeats the Nemesis using a rail cannon, and then depending on the choice of the player, she either kills it once and for all by unloading her weapons into it, or leaves it to die in the nuclear explosion that destroys Raccoon City.^{*[11]}

The Nemesis also appears in *Resident Evil Survivor 2 Code: Veronica*, chasing the player if they fail to complete a level before the time limit expires and killing them instantly if it hits them; it can also be fought as a secret boss armed with a rocket launcher if the player has met

the proper conditions upon completing the game.^{*[12]} The Nemesis returns for the *Resident Evil 3* chapter of *Resident Evil: The Umbrella Chronicles*, in which it pursues Jill in the same manner as the original game and mutates into its secondary form as a boss.^{*[2]} Alongside Jill, the Nemesis also appears in the Capcom title *Under the Skin*,^{*[13]} and serves as a boss the player must steal coins from in a Raccoon City-inspired level.^{*[14]} Character cards for the Nemesis additionally appear in *SVC: Card Fighters' Clash 2 Expand Edition* and its Nintendo DS sequel.^{*[15]} In an interview, *Marvel vs. Capcom 3: Fate of Two Worlds* producer Ryouta Niituma stated a desire to use the Nemesis in the title as a "monster-type" character from the *Resident Evil* series, but was dropped after considering it too "grotesque and disgusting" and in consideration of ESRB ratings.^{*[16]} The character would instead appear briefly in the game's ending sequence for the Hulk. However, despite the initial concerns about his inclusion, the Nemesis appears as a playable character in *Ultimate Marvel vs. Capcom 3*, an updated version of *Marvel vs. Capcom 3*.^{*[17]} The Nemesis also appears in *Resident Evil: Operation Raccoon City*. In the game, the Nemesis' programming is damaged and the USS is tasked with finding a parasite to repair it. Once the parasite is found, the players must defeat the Nemesis and inject it with the parasite. The Nemesis in the game uses a gatling gun for the fight and is mainly based on his film counterpart, however once the mission is completed, the Nemesis awakes to find his rocket launcher and utters his famous line, "STARS...". The Nemesis also appears in the tactical role-playing game *Project X Zone* as a rival unit.

In film

The Nemesis is featured in the 2004 film, *Resident Evil: Apocalypse*, portrayed by Matthew G. Taylor. The character's design was left relatively unchanged, brandishing a rocket launcher and similar attire, but with the addition of a forearm-mounted rail gun,^{*[1]*[18]} modeled after a heavily modified minigun. Director Paul W. S. Anderson noted that the gun's addition was inspired by the idea of the Nemesis "walking around with a gigantic, powerful weapon in each hand and almost indecisive as to which one to use".^{*[1]} The costume for Nemesis was created by Kropserkel Inc. and PJFX Studios, and stands roughly 7 feet 3 inches (2.21 m) tall,^{*[19]} weighing nearly 100 pounds (45 kg).^{*[20]} After production of *Apocalypse* was completed, the costume was restored and put on display at Kropserkel's offices.^{*[20]}

While The Nemesis' design remained similar, the character itself was expanded upon, now portrayed as a tragic villain. Formerly Matt Addison (portrayed by Eric Mabius), a survivor of the events of the first film, he was infected with the T-virus after being scratched by a Licker and later captured and experimented upon by the Umbrella Corporation. Transformed into the Neme-

sis, it is sent to kill the surviving members of STARS, but remembers its humanity after fighting *Alice*, and fights alongside the protagonists towards the film's conclusion.*[21] The Nemesis is eventually crushed beneath a crashing helicopter, and is later killed by the nuclear explosion that destroys Raccoon City.*[22]

In printed adaptations



In contrast to the film, literary depictions of the character have retained its role as an imposing antagonist

The Nemesis appears in a 1999 Hong Kong manhua adaptation of *Resident Evil 3* by Lee Chung Hing, *Biohazard 3: Last Escape*, which is named after the game's Japanese title. The 27-issue series adds to the Nemesis' backstory, detailing its origin by showing the infection and transformation of the original Tyrant by the Nemesis parasite. Some elements are changed for its design, such as the Nemesis retaining both eyes initially, and then losing the right eye and gaining cranial staples only after an encounter with Jill.*[23] The comic also introduces characters from *Resident Evil 2* into the storyline, which results in a face-off between the Nemesis and the mutated William Birkin towards the end of the series.*[24]

In 2000, Simon and Schuster published a novelization of *Resident Evil 3*, written by S. D. Perry. Though left unchanged for the most part, the Nemesis is immediately recognized as a modified Tyrant in the novel,*[25] which Jill Valentine dubs the "Nemesis" after thinking about why it hunts her.*[26] Instead of mutating due to having taken damage, the Nemesis transforms voluntarily towards the conclusion of the story in its pursuit of Jill,*[27] with its second form from the game being its actual appearance beneath the coat.*[28]

A novelization of *Apocalypse* was released in 2004, written by Keith R. A. DeCandido. In the book, Matt and the

Nemesis act as separate personalities in the same body, both aware, but with the Nemesis dominant. Matt eventually regains control after his body is impaled on a metal shard while fighting Alice, by showing the Nemesis his memories of Umbrella's experimentation upon "them".*[22] The Nemesis is later mentioned in the 2007 novelization of *Resident Evil: Extinction*, in which antagonist Doctor Isaacs considers the Nemesis both his greatest success and his greatest failure, hating mention of it and blaming its defection and destruction upon Umbrella's desire to immediately field test it.*[29]

2.8.3 Promotion and merchandise

Nemesis appears on the cover of every version of *Resident Evil 3*,*[30] and is mentioned prominently on flyers for *Resident Evil: Survivor 2*.*[12] Capcom has also released commercial products modeled on the character, such as an adult size Halloween mask,*[31] and later a silver ring modeled after Nemesis's head available for purchase through their Japanese online store.*[32] Palisades Toys used its likeness to create a posable action figure, which was released alongside several other *Resident Evil*-based action figures, packaged with a base and equipable rocket launcher.*[33] Moby Dick released its own line of *Resident Evil* action figures bundled in pairs of a playable character and enemy. Included in the series were Nemesis's first and second form, with the first form featuring an alternate head and equipable rocket launcher. Each set additionally includes a part of an action figure of Nemesis's third form, which measures 24 inches (60 cm) long when completed.*[34]*[35]

2.8.4 Reception

Following the game's debut in 1999, the Nemesis became one of the most recognizable and popular characters in the *Resident Evil* series. *G4's Filter* named the Nemesis one of the top ten videogame villains of all time as selected by viewers, placing fifth on the list.*[36] IGN noted it as their favorite aspect of *Resident Evil 3*, stating, "The point is, he's a bad-ass, and he's got plenty of surprises in store for you besides just fast feet and a big gun".*[37] In another article, IGN noted the Nemesis as one of their favorite video game monsters of all time, but felt disdain for its presentation in the film.*[38] They also named him one of the series' best bosses, calling it "what may be Umbrella's most fearsome creation ever" and comparing it to *Terminator 2: Judgment Day*'s T-1000, and later one of the top 100 video game villains of all time, placing 59th and described as horrific not for its appearance or attacks but its persistence.*[39]*[40]*[41] 1UP.com named the battle against the Nemesis one of the "25 of the Most Badass Boss Fights of All Time", saying "There are plenty of bosses worth mentioning from the *Resident Evil* series... but the one that to this day most people point to as the biggest badass of the bunch is Nemesis [sic]".*[42]

GamePro ranked the Nemesis 29th on their list of the “47 Most Diabolical Video Game Villains of All Time”, noting the character “made *RE3* memorable even among the other, superior installments in the series”. *[43] It ranked fourth on *Electronic Gaming Monthly*’s “Top Ten Badass Undead” article, which described its role as a simple, yet effective villain.*[44] *GameSpot* featured Nemesis in a “Reader’s Choice” edition of their “Top 10 Video Game Villains” article, placing eighth on the list and noting the character’s high popularity among fans when compared to the Tyrant.*[45] He has also been voted by *GamesRadar*’s readers as the 99th “most dastardly ne’er-do-wells” villain in video games in their “top 100”.*[46] *GameDaily* listed it as one of their favorite Capcom characters of all time, stating “The *Resident Evil* series has a slew of memorable bad guys to choose from... but Nemesis is our favorite.”*[47] The Nemesis additionally ranked fifth on their list of “Top 25 Scariest Video Game Monsters”.*[48]

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2.8.6 External links

- Details behind the Nemesis costume used in *Apocalypse*

2.9 Sheva Alomar

Sheva Alomar (シェバ・アローマ *Sheba Arōma*) is a fictional character in the *Resident Evil* horror video series by Capcom. She was introduced in 2009's *Resident Evil 5* as a native African operative of the Bioterrorism Security Assessment Alliance (BSAA) and a new partner of the series' veteran Chris Redfield. The character was met with mostly positive reception, but did not return in any installment of the series since.

2.9.1 Appearances

Sheva Alomar made her first (and as of 2014, the only) game appearance in *Resident Evil 5*. Described as a “new major protagonist”, she has existed already during the early development phase of *Resident Evil 5*. However, her face and story background changed several times while she underwent much of redesign and re-imagining as Capcom searched for the right look “to combine two qualities, feminine attraction and the strength of a fighting woman.” Rejected in-game models of Sheva have been created for some of the prior game ideas that involve her being a civilian, a guerrilla or a military commander.* [2] Her character model was based on Australian actress Michelle Van Der Water, but her voice acting and motion capture were performed by Karen Dyer.* [3]* [4] Pre-order bonuses for the game included a sand globe with Sheva and Chris.* [5]

According to the character's backstory, Sheva's parents died when she was at the age of eight in what appeared to be a factory accident. She was then taken in by her uncle to live with him and seven other children. Eventually, Sheva ran away and was found by a truck driver who took her in and looked after her, but unknown to Sheva, he was part of a rebel guerrilla group. She later joined the group and soon learned that the factory was actually the location of a final test of one of Umbrella Corporation's bio-organic weapons (BOWs);* [6] with the help of the local government, Umbrella destroyed Sheva's village and all inhabitants after the test was complete. Sheva remained with the guerrillas through her childhood. When she reached the age of 15, she was contacted by U.S. operatives to sabotage Umbrella's attempt to sell a BOW. With Sheva's help, the deal was stopped and Sheva was offered a chance to start a new life in America. Sheva accepted and, within months, she was speaking fluent English and enrolled in a university two years later. After graduation, her benefactor recruited her to join the Bioterrorism Security Assessment Alliance (BSAA). While Umbrella had dissolved years before this, Sheva's hatred of Umbrella and all others like them led her to join the BSAA. Sheva was assigned to Josh Stone's unit for eight months for training, in which she excelled and was chosen to become an operative agent assigned to the BSAA's West African department.

In *Resident Evil 5* itself, Sheva acts as the player's ally (and an optional second player character in the co-operative gameplay mode) working with the BSAA agent and former American special police officer Chris Redfield.*[7] She gets partnered with Chris at the start of the Kijuju mission as his new partner, following the apparent death of Jill Valentine. During the events of the game, Sheva helps Chris to defeat the Tricell corporation's Kijuju conspiracy and the Uroboros plot. In the end, Sheva and Chris together destroy the series' villain Albert Wesker.

In the game's viral advertising videos, Sheva was played by Naja Hill,*[8] while Sheva's voice and motion actress posed for the 2009 calendar while dressed as the character in her various costumes.*[9] In 2009, two action figures of Sheva were released in the *RE5* series by NECA*[10] and Hot Toys.*[11]*[12] An action figure by Square Enix*[13] and a resin kit by SomaliCraft*[14] were released only in Japan.

2.9.2 Reception

Sheva was largely acclaimed. Already in 2007, UGO.com ranked Sheva as the seventh top “videogame hottie” of all time, declaring that “*RE5* may not be out yet, but we've seen enough of Sheva to know that she's got some serious acrobatic chops to go with all the zombie-slaying she'll be dishing out next year.”*[15] In 2009, GameDaily featured her in the Babe of the Week galleries “Girl Power”, “Brunettes” (describing her as both gorgeous and tough), and “Babes We're Thankful For”.*[16]*[17]*[18] In 2010, Dave Meikleham of GamesRadar included her and Chris among the gaming's seven “most violent double acts”,*[19] while Sarah Warn of AfterEllen ranked her as the 17th “hottest” female video game character.*[20] That same year, *PlayStation: The Official Magazine* stated that “Sheva isn't just beautiful, she's smart and tough” and her addition “is probably the highlight of the *Resident Evil 5* experience”, giving her the Outfit of the Year award for one of her alternate costumes.*[21] GamesRadar's Matt Cundy found her attire to be one of the most practical in the series, adding that “the absolute antithesis of vulnerable, Sheva is a walking fortress that is equal parts kick-ass and intimidating feminine sexuality.”*[22] and Lisa Foiles of *The Escapist* included Sheva (as well as Jill and Ada) among her five examples of actually practical female hairstyles in games.*[23] In 2012, Complex ranked her as the fourth best black character in video games,*[24] as well as the ninth “hottest” video game character overall.*[25]

However, not all reception was positive. IGN's Jesse Schedeen called Sheva a “walking bag of useless”, stating their preference for the comeback of Rebecca Chambers.*[26] Schedeen also opined Sheva was “just dumb as a rock when it comes to fighting zombies”, asking for more of Jill Valentine.*[27] Sheva's in-game AI was also lambasted by ScrewAttack, who contrasted her with Alyx Vance from *Half-Life*.*[28] Nevertheless,

IGN's Chris Reed included her among the 11 most useful sidekicks in video games, opining that “unlike many AI companions, she's great at getting out of the way when you're moving and shooting, but she's quick to offer assistance when you're running low on health or ammo. What's not to like?”*[29]

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2.9.4 External links

- Sheva Alomar at Giant Bomb

2.10 Sherry Birkin

This list of *Resident Evil* characters includes playable and recurring characters that were introduced in the *Resident Evil* series of survival horror video games. The characters are described, below, using in-universe tone. Also, the fate of each character is revealed, along with that of related characters in the plot of the games, films or books, in each section below.

2.10.1 Main characters

Albert Wesker

Main article: Albert Wesker

Chris Redfield

Main article: Chris Redfield

Jill Valentine

Main article: Jill Valentine

Leon S. Kennedy

Main article: Leon S. Kennedy

Claire Redfield

Main article: Claire Redfield

2.10.2 Main organizations and members

STARS

STARS (Special Tactics And Rescue Service, always written as **S.T.A.R.S.** by Capcom) is a special force in the Raccoon Police Department, introduced in the original *Resident Evil* and disbanded before the events of the sequel. Its key members included **Albert Wesker**, **Barry Burton**, **Brad Vickers**, **Chris Redfield**, **Enrico Marini**, **Forest Speyer**, **Jill Valentine**, **Joseph Frost**, **Kenneth J. Sullivan**, **Rebecca Chambers** and **Richard Aiken**.^[1]

Besides Chris, Jill, and Wesker, four more STARS members are major characters in the game series:

Barry Burton

Voiced by: Barry Gjerde (*RE*),^{*[2]} Ed Smaron (*REmake*), Jamieson Price (*RE5*)

Played by: Gregory (*RE* live-action cutscenes), Kevin Durand (*Retribution*)

Barry Burton (バリー・バートン Barī Bāton) is a middle-aged (38-year-old in the original *Resident Evil*^{*[3]}) SWAT-veteran^{*[1]} and STARS Alpha Team's weapons specialist. In the original *Resident Evil*, Barry plays a supporting role in Jill's story while only appearing briefly in the opening scene of Chris' scenario. During the course of the game, it is revealed that he was blackmailed into betraying his teammates by Albert Wesker who threatened to harm his family if he refused. He returns in *Resident Evil 3: Nemesis*, helping Jill and Carlos escape from Raccoon City before its destruction. Barry also appears in the non-canonical game *Resident*

Evil Gaiden as one of its two player characters, and as a DLC character in the *Resident Evil 5* Mercenaries Reunion mode.*[3] After non-canon appearances in games, Barry will be a playable character in *Resident Evil: Revelations 2* in which he will try to save his daughter, Moira, and the returning Claire Redfield, who are taken to an island.*[4] He also meets a little girl.

PlayStation Universe described Barry as “something of a legend among *RE* aficionados, thanks in no small part to his utterly laughable dialogue segments in the original *Resident Evil*,” adding that “he also remains one of the most genuinely likeable characters in the franchise, especially after the chaps at Capcom polished up his hammy ways for the GameCube remake.”*[3] In 2010, Joystick Division ranked him as the fifth top supporting character in video game history.*[5]

Brad Vickers

Voiced by: Evan Sabba (*RE3*), Adam Paul (*REmake*), Johnny Yong Bosch (*The Umbrella Chronicles*)

Brad Vickers (ブルッド・ヴィッカーズ *Buraddo Vikkāzu*) is STARS' helicopter pilot and Alpha team's computer and information expert, nicknamed “Chick-enheart”.*[1] He leaves his teammates stranded in the forest during the opening of the first *Resident Evil* after panicking, but returns at the end of the game to save the survivors (Jill, Chris, Barry, and Rebecca). In *Resident Evil 3*, despite trying to avoid any further involvement in the events surrounding Umbrella, Brad is targeted by the Nemesis and eventually killed. He can be seen as a zombie in front of the police department in *Resident Evil 2* if the player meets certain goals.*[6]

Rebecca Chambers Main article: *Rebecca Chambers (character)*

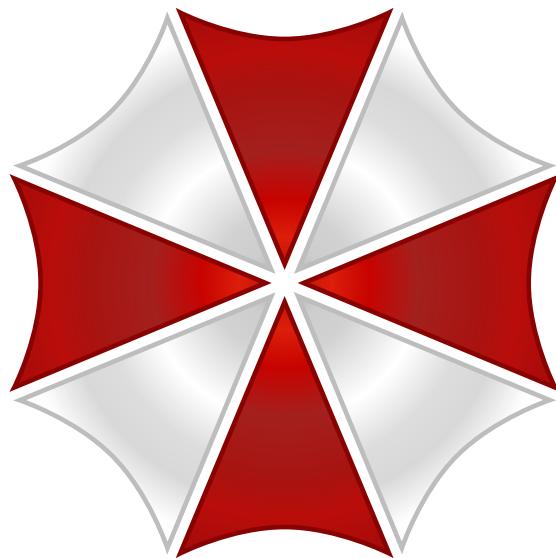
Richard Aiken

Voiced by: Joe Whyte (*REmake*), Yuri Lowenthal (*The Umbrella Chronicles*)

Richard Aiken (リチャード・エイ肯 *Richādo Eiken*) is the STARS' radio communications specialist*^[1] and one of the Bravo Team members involved in the Spencer Mansion Incident. In the original *Resident Evil* game, he is found on the east wing of the Mansion's second floor, severely wounded and poisoned by a giant snake. After a brief detour to collect antivenom, Richard dies, either after imparting information and a radio (if the player returns quickly), or prior to their return. In the remake version, whilst playing as Jill, Richard (voiced by Joe Whyte) will accompany the player into the fight with

Yawn, sacrificing himself to push her away from a lethal attack, and being ingested by the snake. Whilst playing as Chris, Richard will be killed during the encounter with the shark-based Neptune monster. In the novel *The Umbrella Conspiracy*, Richard is found by Chris and Rebecca already dead from the poison. In *Resident Evil: The Umbrella Chronicles*, Richard is a companion of Rebecca. He is one of the playable characters in the multiplayer mode of *Resident Evil: Deadly Silence*.

Umbrella Corporation



Umbrella Corporation symbol

The Umbrella Corporation is a corrupt international pharmaceutical company in the *Resident Evil* universe. Founded in the late 1960s by prominent British royal descendants Ozwell E. Spencer and Edward Ashford, it is portrayed in the games as a major international player in pharmaceutical goods and medical supplies, along with more clandestine operations utilizing genetic engineering, their legitimate status being only a front for their secret research of bio-organic weapons, developed through the use of a unique virus discovered by the company founders shortly after World War II.*[7] The company is also presented as having a more public face, producing cosmetics, consumer products and foods. One of Umbrella's subsidiaries is UBCS (Umbrella Biohazard Countermeasure Service), a private military company with a highly trained security force composed mostly of war criminals and exiled soldiers*^[8] and capable of rescue and reconnaissance paramilitary operations; the corporation also uses its top-secret special forces group to secure and protect its assets and high profile employees. Umbrella established multiple secret research facilities to develop various bio-weapons. Its most prominent research facility is located in the Arklay Mountains, just outside of Raccoon City, which was able to develop the “T-virus”, a powerful mutagen that could dramatically alter living and recently

dead organisms. The virus leaks and contaminates most of the Arklay Facility and its surrounding area, setting the stage for the first *Resident Evil* game.

Alexia Ashford

Voiced by: Leila Johnson (*Code Veronica*),
Karen Strassman (*The Darkside Chronicles*)

Alexia Ashford (アレクシア・アシュフォード *Arekushia Ashufōdo*) is the primary antagonist of *Resident Evil Code: Veronica*. Along with her twin brother, Alfred, she is the product of an experiment by her father, the Umbrella's chief senior researcher Alexander (the son of the corporation's deceased co-founder Edward Ashford; he was later himself turned by Alexia into an undead monster called Nosferatu), in which the genetic material of ancestor Veronica Ashford was inserted into an embryo and implanted in a surrogate mother in an attempt to reproduce Veronica's legendary intelligence and beauty. Having successfully inherited these traits, Alexia sought to become an unstoppable world dictator by injecting herself with the T-Veronica Virus and freezing herself for several years in order to retain her own personality and allow her body to control the virus, rather than vice-versa. She awakes during the events of *Code Veronica*, after her brother Alfred dies. In revenge for this, she sends one of her tentacle monsters to capture Claire and Steve, experimenting on the latter and turning him into a large monster. She is confronted by Albert Wesker towards the end of the game and mutates into her first form. The two battle and she drives him off, but is then defeated by Chris. She revives and appears at the very end of the game as the last boss, mutating into another 2 forms before Chris kills her for good with the Linear Launcher.

In 2009, IGN ranked her as the series' most fearsome villain.*[9]

Carlos Oliveira

Voiced by: Vince Corazza (*RE3*), Kim Strauss (*The Umbrella Chronicles*), Gideon Emery (*Operation Raccoon City*), Hiroki Yasumoto (*Operation Raccoon City* (Japanese))

Played by: Oded Fehr (*Apocalypse*, *Extinction*, *Retribution*)

Carlos Oliveira (カルロス・オリヴェイラ *Karurosu Oriveira*), Brazilian and the second main character of *Resident Evil 3*,*[8] is a mercenary and a former member of a South American communist guerrilla group. After the government forces wiped out his organization, Carlos was scouted out by the Umbrella Corporation to join the Umbrella's UBCS. He joined the force and was assigned to Delta Platoon, Company A (serving along with Nicholai Ginovaef and Mikhail Victor) in charge

of heavy firearms and weapons maintenance.*[8] Despite his violent background, he is warm-hearted and known for joking around.*[10] In *Resident Evil 3*, Carlos assists Jill Valentine throughout the game as the two of them attempt to escape Raccoon City. At one point Jill becomes infected by the T-virus after a battle with the Nemesis. At this point Carlos becomes playable so that the player can prepare a vaccine for Jill. Ultimately he is successful in escaping the city along with Jill. He reprises his role in *The Umbrella Chronicles*. The events of *Resident Evil 3* are revisited in *The Umbrella Chronicles* scenario "Raccoon's Destruction", in which Carlos is a playable character alongside Jill Valentine. In the live action films his name is spelled *Olivera*, indicating a character background change from Brazil (Portuguese, "Oliveira") to some other Latin American country (Spanish, "Olivera").

HUNK

Voiced by: Keith Silverstein (*The Umbrella Chronicles*, *The Darkside Chronicles*, *Operation Raccoon City*, *Revelations*), Masaki Terasoma (*Operation Raccoon City* (Japanese))

HUNK (ハンク *HANKU*) is a member of the Umbrella Security Service Unit in *Resident Evil 2*,*[11] also known as "Mr. Death", for being the sole survivor of several units he had previously taken part.*[12] HUNK appears in *Resident Evil 2* and is playable in a secret minigame entitled "4th Survivor". This short scenario entails HUNK's journey to escape Raccoon City, beginning with his awakening in the sewers and eventually leading to his extraction from the city. He is the only member of his unit to survive the attack of the mutated William Birkin that takes place shortly after he secured samples of the G-virus for Umbrella.*[11] He reappears in *The Umbrella Chronicles*, in a remake of the "4th Survivor" scenario where the player must reach the helipad for extraction from Raccoon City, and during the "Memories of a Lost City" scenario in *Resident Evil: The Darkside Chronicles*.*[13] HUNK is playable in the "Mercenaries" minigame in *Resident Evil 4*, but has no relation to the story.*[13] HUNK appears as a side character in *Resident Evil: Operation Raccoon City*, where he works with other Umbrella Security Service operatives to recover a sample of the G-virus prior to the events of *Resident Evil 2*. He is also a playable character in *Resident Evil: The Mercenaries 3D* and *Resident Evil Revelations*.

James Marcus James Marcus (ジェームス・マーカス *Jēmusu Makasu*) is the one of the primary antagonists in *Resident Evil Series*. Years before the events of the first *Resident Evil*, he was one of the top researchers of the Umbrella Corporation and a head of its personnel training facility, personally appointed by Ozwell E. Spencer to work with the Mother virus. In this capacity,

Marcus played an integral role in developing the T-virus and the Tyrant and Nemesis programs, also conducting extensive research on leeches that led to the development of the G-virus, up until his sudden disappearance in 1988.*[14] Spencer betrayed him by sending Marcus' direct subordinates, Albert Wesker and William Birkin, to murder him and steal his research.*[15] Approximately a decade later, Marcus rises from the dead with the aid of his leeches.*[16] He exacts his vengeance upon Spencer by contaminating the Spencer Mansion, one of the Umbrella Corporation's secret research facilities, with the T-virus, which trigger the events of the first *Resident Evil* game.*[17] Marcus plays a larger role in the game's prequel, *Resident Evil Zero*, which details the accounts of his resurrection, vendetta, and ultimate downfall at the hands of Rebecca Chambers and Billy Coen. He also appears in *The Umbrella Chronicles*.*[18]

Mikhail Victor

Voiced by: Ben Campbell (*RE3*)

Mikhail Victor (ミハイル・ヴィクトール Mihairu Vikutōru) is the leader of the UBCS Delta platoon that both Nicholai and Carlos are part of. According to his backstory, Mikhail is from Saint Petersburg, Russia, and had originally served in the army before joining a rebel group. Mikhail was eventually arrested by Russian government forces and convicted of acts of terrorism. He was then coerced into leading the UBCS in exchange for his men's freedom.*[19] In the game, he appears already wounded, choosing to sacrifice his own life to save Jill and Carlos as he dies when he is blown apart by his own grenade in a failed attempt to destroy the Nemesis. In an early draft of the story, Mikhail was originally scripted to be Nicholai's older brother (hence, his original name was Mikhail Ginovaef).*[19] He is the only one of the main UBCS operatives not to appear in the film *Resident Evil: Apocalypse*, being replaced by an original character named Yuri Loginova.

Nikolai Zinoviev

Voiced by: Roger Honeywell (*RE3*), Rick D. Wasserman (*Operation Raccoon City*), Kenta Miyake (*Operation Raccoon City* (Japanese))

Played by: Zack Ward (*Apocalypse*)

Nikolai Zinoviev (ニコライ・ジノビエフ Nikorai Jino-biefu) is a member of the UBCS Delta platoon, Company B. According to his backstory, Nikolai is from Moscow and served in the Russian Spetsnaz before joining the UBCS. He also has an unspoken rivalry with HUNK from *Resident Evil 2*. Nikolai meets Jill as one of the few surviving operatives from the Delta platoon, along with Carlos and Mikhail. He disappears after an event in the first

half of the game and is presumed dead until another encounter with him. Nicholai is in fact one of the Supervisors, UBCS operatives assigned to watch and gather combat data as their comrades fight against Umbrella's bio-weapons. Nikolai's fate varies depending on which route the player takes. In one scene, he is slaughtered by the Nemesis and his corpse is left hanging in an air duct. Another possible outcome shows Nikolai stealing Jill's intended escape helicopter. At this point, the player has the option of attempting to negotiate with him, in which he escapes from the city successfully, or choose to fight back against Nicholai, destroying the helicopter along with him. The English localization of *Resident Evil Survivor* features a document supposedly authored by Nikolai after the events of *Nemesis*. The file is different in the original Japanese version and the Chinese localization of the PC port. The third entry of the document (the portion dated after the events of *Nemesis*) was actually authored by the "Umbrella B.O.W. Development Staff", rather than Nikolai.*[20] Nikolai also appears in *Resident Evil Outbreak* in the final scenario "Decisions, Decisions" which depicts the character conducting another mission occurring during the same time period as the second half of *Resident Evil 3*. He is mentioned in *The Umbrella Chronicles*, where he is referred to by the code-name "Silver Fox". Nikolai's role in *Resident Evil: Operation Raccoon City* was stopping Wolfpack from completing their mission objective. The character was adapted for the film *Resident Evil: Apocalypse*, although the film features a more heroic depiction of Nicholai, which differs from the game's original antagonistic portrayal. His name is incorrectly translated as "Nicholai Ginovaef" in the English localization and the film's official novelization renamed him as **Nicholai Sokolov**.

Lord Osweill E. Spencer

Voiced by: Adam D. Clark (*RE5*)

Motion capture: Adam D. Clark (*RE5*)

Lord Osweill E. Spencer (オズウェル・E・スペンサー Ozuweru E Supensā) is one of *Resident Evil*'s most important and mysterious characters. In the series, he is the owner and co-founder of the Umbrella Corporation, a pharmaceutical drug company that secretly manufactures bio-organic weapons.*[21] His colleagues, James Marcus and Edward Ashford, join his company, but show more interest in studying the newly discovered Progenitor virus.*[21] Eventually, Edward Ashford dies, and Spencer seizes control of the company and its research by sending his subordinates, Albert Wesker and William Birkin, to assassinate Marcus.*[15]*[22] Spencer conducts some of his company's research in the Arklay Research Facility, in the Arklay Mountains. He hires George Trevor, a famed architect to construct a mansion to conceal the facility.*[23] Spencer's plans progress smoothly, until Marcus returns from the dead,*[16] and

begins to seek revenge with the help of his test subjects. Marcus destroys one of Spencer's luxury trains, and causes a viral outbreak in the Arklay Research Facility.*[17] The outbreak spreads throughout the region, sparking the events of *Resident Evil Zero* and the original *Resident Evil*. The virus subsequently spreads to Raccoon City during the events of *Resident Evil 2* and *Resident Evil 3: Nemesis*, prompting the U.S. government to contain the outbreak by ordering the destruction of the city.*[24] After the city's destruction, Spencer attempts to disguise the incident as a government conspiracy by hiring top lawyers and false witnesses. His actions prolong the legal proceedings, and allow the Umbrella Corporation to stay afloat for five more years. Ultimately, Wesker betrays Spencer by handing over secret documents to the U.S. government,*[25] and seals Spencer's doom by personally testifying against him in court. Umbrella's business license is summarily suspended, and the U.S. government works swiftly to dismantle the remains of the organization.*[26] After Umbrella's public fall from grace, Spencer retreats to his mansion in Europe. He is eventually located by Chris Redfield and Jill Valentine prior to the events of *Resident Evil 5*, but is swiftly killed by Albert Wesker before the two can reach him. His first name is localized as *Ozwell* in the English version.

Sergei Vladimir

Voiced by: Patrick Seitz (*The Umbrella Chronicles*)

Sergei Vladimir (セルゲイ・ウラジミール *Serugei Urajimīru*) is a high-ranking Russian employee of Umbrella and the main antagonist of *Resident Evil: The Umbrella Chronicles*. Following the fall of the Soviet Union, he approached the Umbrella Corporation and quickly became one of the company's top officers. He became personally acquainted with Umbrella founder Ozwell E. Spencer, who began to rely on Sergei as a loyal and effective enforcer. Sergei subsequently formed and led Umbrella's UBCS,*[27] as well as Umbrella's internal espionage organization, Monitor. Agents that answered directly to Sergei include the likes of Nicholai Ginovaef. Sergei undertakes the Umbrella Corporation's most important tasks through the *Resident Evil* series, including stealing the Red Queen from the Arklay Research Facility, extracting Ozwell Spencer from Raccoon City before its destruction, and securing important research information.*[28] Sergei is killed by Albert Wesker while attempting to prevent him from stealing a database containing the Umbrella Corporations most important documents and research data.*[29]

William Birkin

Voiced by: Diego Matamoros (*RE2*), T.J. Rotolo (*The Darkside Chronicles*, *Operation Raccoon City*)

Played by: Jason Isaacs (*RE*)

William Birkin (ウィリアム・バーキン *Wiriamu Bākin*) is one of the main antagonists of *Resident Evil Series*. After completing his G-virus project, he is mortally wounded by agents of the Umbrella Special Forces and his work is stolen. Left for dead, he injects himself with the G-virus, thus turning himself into a monster. He then kills his attackers, causing a T-virus vial to be leaked into the city's drainage system, resulting in the zombie outbreak in Raccoon City. During the course of the game, he encounters the main characters, Claire Redfield and Leon S. Kennedy, as he undergoes gradual mutation and begins losing any semblance of his original human form. He is eventually defeated by Claire and Leon, with the help of his daughter Sherry. Birkin is mentioned in *Wesker's Report* as the scientist who helped Wesker fake his death and is retroactively mentioned in the GameCube remake of the first *Resident Evil*. He also makes an appearance in *Resident Evil Zero*, where he assists Wesker from behind the scenes, and also appears in a cutscene in *The Umbrella Chronicles* along with Albert Wesker.*[30] In the first *Resident Evil* film, Birkin makes an uncredited cameo appearance as the head of the Nemesis project, who was also the film's narrator. According to an audio commentary by Paul W. S. Anderson, Isaacs was planned to reprise this role in the sequel *Resident Evil: Apocalypse*, but left the project for undisclosed reasons; an original character named Dr. Sam Isaacs (played by Iain Glen) was created to fulfill Birkin's role in the sequel. In 2012, IGN ranked the transformed Birkin as the second best boss in the series, calling him "a terrible abomination - one that is not easily forgotten." *[31]

BSAA

The B.S.A.A. (Bioterrorism Security Assessment Alliance), is a private military company formed between the events of *Resident Evil 4* and *Resident Evil 5*, was founded by Jill Valentine, Chris Redfield, Clive R. O'Brian, and eight others after the fall of Umbrella, with the aim of combating the increasing numbers of B.O.W.s being sold on the black market. Originally a non-government organization, the B.S.A.A. was placed under United Nations Security Council control when the U.S. government funded Federal Bioterrorism Commission (F.B.C.) was revealed to be corrupt.

Jessica Sherawat

Voiced by: Ali Hillis (*Revelations*), Nana Mizuki (*Revelations* (Japanese))

Jessica Sherawat was a member of the F.B.C., where she worked with Parker Luciani. She later became a member of the B.S.A.A. and worked with Chris Redfield in their investigation of Veltro in 2005. Most importantly,

Jessica is secretly an agent working for the corrupt Morgan Lansdale and, above all, for Tricell Incorporated. As such, she betrays Chris and the B.S.A.A.. She survives the ordeal, though, goes into hiding and is given a sample of the T-Abyss virus by Raymond Vester.

Josh Stone

Voiced by: T.J. Storm (*RE5*)

Motion-capture: T.J. Storm (*RE5*)

Josh Stone is a member of the B.S.A.A.'s division in West Africa in 2008. He was the leader of Delta Team for the Kijuju mission. Josh was also the Captain of the first team Sheva Alomar joined the B.S.A.A. and trained Sheva for eight months. After her training was complete, Sheva and Josh developed an extremely close relationship in which Josh calls Sheva "the little sister of the team". He is the sole survivor of the slaughter of his team in *RE5* and assists Sheva, Chris Redfield and later Jill Valentine in stopping Albert Wesker once and for all. He survives the events of Resident Evil 5.

Parker Luciani

Voiced by: Kirk Thornton (*Revelations*), Mitsuji Miyamoto (*Revelations* (Japanese))

Parker was originally a member of the FBC tasked with helping out during the 2004 Veltro terrorist attack of Terragrigia. However he and his partner Jessica Sherawat barely managed to make it out alive and fled into the FBC building. During their trip to the Command Room, they met and saved the new cadet Raymond Vester. He and Parker then bonded. At the command room, they met Morgan Lansdale collaborating with Jack Norman, and in the midst of betraying him. After that, the group escaped the city. In 2005, Parker and Jill followed Chris Redfield and Jessica's last known coordinates to a stranded cruise ship named Queen Zenobia in the Mediterranean Sea. They realize that the entire crew of the Queen Zenobia had been turned into monstrous bio organic weapons named Ooze and are forced to fight for their lives. On the ship's bridge, they are surprised to meet none other than Vester who claims to be here by orders of the FBC. After Jessica is revealed to be a traitor, she sets the Queen Zenobia to self-destruct. Parker was later seen dangling above end then falling into a series of explosions after the floor he was standing on collapses. It is ultimately revealed that Raymond Vester saved Parker from the explosion. Parker was then found adrift off the shore of the Republic of Malta in the Mediterranean Sea. He resumed his position as a Special Operations Agent for the BSAA after a month of recovery.

Piers Nivans

Voiced by: Chris Emerson (*RE6*), Shuhei Sakaguchi (*RE6* (Japanese))

Face Model: Adam Crozman (*RE6*)

Piers Nivans was a young ace and member of the North American Branch of the B.S.A.A. He was a gifted marksman, who served under Chris Redfield during the Edonia Civil War in 2012 and the bioterrorist attacks in China in 2013. On Christmas Eve, 2012, Piers served alongside Chris and a rookie BSAA agent named Finn during a military operation in Edonia against the militia stationed there (all infected with the C-virus, thus dubbed as J'avo). During the operation, the team encountered US government agent Sherry Birkin and mercenary Jake Muller (whom Piers had a grudge against due to the latter being aligned with the same men that killed other BSAA teammates). After escorting them to safety (in which Piers complies reluctantly), the team search the city hall where they run into a lady who claims herself to be Ada Wong. Ada leads Chris's team into a trap, which results in the deaths and mutations of the other BSAA teammates (including Finn) leaving Chris and Piers as the only survivors. Chris receives amnesia after suffering a blow to the head by the mutated Finn, and is carried to safety by Piers. Chris escapes while being hospitalized, however, and goes Missing in Action. After six months of searching for Chris, Piers found a now heavily drunk Chris in a local bar in Edonia during 2013. At first, Chris didn't remember anything of bioterrorism or the B.S.A.A., or Piers and his dead comrades. However, Piers successfully brought back the memories to surface by forcing him to face the truth and convinced him to return to the B.S.A.A. and help with the mission in Lanshiang, China. As Chris regains his memories, Piers notices how Chris's lust for revenge against Ada is affecting him from focusing on the mission. Eventually Piers manages to convince Chris to let go of his anger and focus on bringing Ada to justice for the sake of all those who have died in the BSAA. He eventually sacrificed himself after infecting himself with the C-virus in order to save Chris.

Sheva Alomar Main article: Sheva Alomar

Non-affiliated

Ada Wong Main article: Ada Wong

Adam Benford

Voiced by: Michael Donovan (*RE6*),
Katsuhiko Sasaki (*RE6* (Japanese))

Motion capture: Richard Epcar (*RE6*)

Adam Benford was the President of the United States in 2013 and the founder of the *Division of Security Operations*, an anti-bioterrorism organization. He was killed in a bioterrorist attack, carried out by Neo-Umbrella, shortly after informing Leon S. Kennedy of his plans to release details about the T-Viral outbreak in Raccoon city in 1998.

Ark Thompson

Voiced by: Patrick Harlan (*Resident Evil: Survivor*)

Ark Thompson is an acquaintance of Leon S. Kennedy who was sent by him to Sheena Island to investigate the Umbrella's facilities there, where the company has its private township, soon after the Raccoon City incident in 1998. He ends up posing as Vincent Goldman, an Umbrella manager, but loses his memory after a helicopter crash. During the game, he is led to believe that he is Vincent Goldman and is mistakenly blamed for the T-virus outbreak on the island. As he investigates, he progressively gets his memories back and confronts the real Vincent Goldman. He eventually escapes the facility before its destruction aboard a helicopter along with Lott and Lily Klein, two children of Umbrella scientists whose parents died in the incident.

Ashley Graham

Voiced by: Carolyn Lawrence (*RE4*)

Motion capture: Yukiko Saitani (*RE4*)

Ashley Graham (アシュリー・グラハム *Ashurī Gurahamu*) is the new U.S. President's daughter in *Resident Evil 4*.^{*[32]} A college student living in Massachusetts, Ashley is abducted by a mysterious cult while attempting to return home.^{*[33]} She is taken to an undisclosed part of Europe and held captive in a village inhabited by humans infected by mind-controlling parasites. The cult's leader, Osmund Saddler, plans to infect her with Las Plagas, to carry out the cult's secret agenda.^{*[34]} She is rescued by Kennedy, and works alongside him to thwart the cult's plans and escape. In addition to being able to receive commands and perform simple tasks, Ashley briefly becomes a playable character for a portion of the game.

GameDaily listed Ashley Graham as part of its “Babe of the Week: Hottest Blondes” feature, adding that they would give her the “pain in the neck” award.^{*[35]} In 2008, *Cracked* listed her as one of the 15 most annoying video game characters, claiming that in their opinion, “developers need to realize that no one likes to defend the weak and defenseless in video games”,^{*[36]} but *PC Games Hardware* included her among the 112 most important female characters in games.^{*[37]} That same year, *GamesRadar* used her as an example of the “pure-hearted

love interest”, stating that this kind of character lacks personality,^{*[38]} and also listed her as one of the top seven most irritating video game characters, stating that while she is not completely useless, she is not very resourceful.^{*[39]}

Billy Coen

Voiced by: David Webster (*RE0*), Steve Van Wormer (*The Umbrella Chronicles*)

Billy Coen (比利ー・コーベン *Birī Kōen*) is first mentioned in a police report filed by Rebecca Chambers that can be found in the *Nintendo 64* version of *Resident Evil 2*, foreshadowing the events of the *Resident Evil Zero* prequel. A former Second Lieutenant in the U.S. Marine Corps, Billy is sentenced to death by a military court for massacring 23 people^{*[40]} in murky circumstances during a mission in Africa, but manages to escape en route to his execution. He seeks refuge in the Ecliptic Express, a stranded train, where he meets Rebecca Chambers. The two form an alliance in order to survive, using their talents to discover the Umbrella Corporation’s secrets.^{*[41]} Both characters are monitored by James Marcus, who sends various creatures to subdue them. After revealing the details of his demise, Marcus mutates into the Queen Leech.^{*[41]} In the final battle sequence, Billy and Rebecca destroy the Queen Leech by exploiting its vulnerability to sunlight. Rebecca allows Billy to escape, believing his claims that he is innocent and telling the authorities that he subsequently perished in the Arklay Mountains after their encounter. It is unknown whether he made it out of the forest near Racoon City alive or not. Billy also appears in *The Umbrella Chronicles*.^{*[41]*[42]}

Bruce McGivern

Voiced by: Raj Ramayya (*Dead Aim*), Hiroaki Hirata (*Namco × Capcom*)

When a large amount of a recently developed hybrid viral agent known as the “t+G Virus” is stolen from the Umbrella Pharmaceuticals Development Center in Paris by a former Umbrella researcher, Bruce McGivern is sent in by the U.S. government to retrieve the virus and neutralize the threat in the Atlantic Ocean on board an Umbrella-owned luxury ocean liner, the “Spencer Rain”, whose entire personnel on board have been infected with the t-Virus stolen by the same former researcher, Morpheus D. Duvall, in September 2002. A member of the U.S. Stratcom, McGivern is cocky and brash, and has a tendency to adopt a “shoot first, ask questions later” policy, with little regard for the consequences following his actions. This has often left him in many hostile situations, although in the end, he always somehow comes out on top. Confronted at the very beginning of the game by Duvall, he is saved by Chinese secret agent Fong Ling

who throws a grenade at Morpheus (regardless of Bruce's life), seriously wounding the terrorist. He later works with her in order to stop Duvall's plan of unleashing the virus, bringing the fight to an underwater Umbrella secret laboratory which they ultimately destroy as Bruce kills a greatly mutated Duvall. At first at odds with Fong Ling, she and Bruce become closer as the story progresses, particularly after he saves her from an attempt on her life by her own government through the use of satellites armed with lasers. At the end of the game, it is implied that Bruce will follow her to China where they will likely start a relationship.

Carla Radames See also: Ada Wong

Carla Radames is the primary antagonist of *Resident Evil 6*. Having worked previously as a government researcher, she is the creator of the C-virus, as well as the founder and leader of Neo-Umbrella, orchestrating bioterror attacks in different parts of the planet in order to destroy the current world order. Most importantly, Carla is the evil doppleganger of Ada Wong, created by Derek C. Simmons.

Deborah Harper

Voiced by: Kate Higgins (*RE6*)

Motion capture: Lauren Kim (*RE6*)

Deborah Harper is the younger sister of Helena Harper. In the past, Helena was known to be very protective towards Deborah, having wounded Deborah's abusive ex-boyfriend. In *Resident Evil 6*, the two sisters were held as hostages by Derek C. Simmons in the secret lab underneath the Tall Oaks Cathedral. Helena tried her best to keep a terrified Deborah to be calm and assure her. Helena offered herself to Simmons in exchange for her sister, but her pleas did nothing and Deborah was dragged away. Deborah was later taken to the catacombs of the cathedral, and was injected with C-Virus; however, as she showed no signs of mutation, Deborah was left to die. After Helena and Leon rescue Deborah, they soon arrive at the lower levels of the catacombs, where Deborah becomes very ill before bursting into flames; a goo then hardens into a cocoon around her. As the lower levels then begin to crumble, Deborah emerges with spider-like appendages on her back. Despite Helena's pleas not to harm her sister, Ada reminds her that Deborah has to be killed or else they will die. After the battle, Helena grabs Deborah as she slips and falls over a pit. She then begs for forgiveness, saying she will avenge her sister after she and Leon kill Simmons, and releases Deborah as she falls to her death into the darkness below. At the end of Leon and Helena's campaign, Helena visits Deborah's grave at a cemetery.

Derek C. Simmons

Voiced by: David Lodge (*RE6*), Takayuki Sugō (*RE6* (Japanese))

Derek C. Simmons was a presidential aide to Adam Benford and the main antagonist of Leon's campaign in *Resident Evil 6*. Simmons was a friend to the President for years; however, when Benford decided to go public about the events of Raccoon City, Simmons was forced to take drastic action to ensure everyone maintained faith in the government. He forced Helena to infect Benford with the C-Virus, using her sister Deborah as a bargaining chip. Simmons was later confronted by Leon S. Kennedy for his involvement; however, he was betrayed by Ada Wong & Carla Radames, who infected him with a massive dose of C-Virus, causing random and painful transformations. Simmons had an unhealthy obsession of Ada Wong; he used the C-Virus in multiple attempts to create a copy of her, but failed repeatedly due to a lack of enough genetic material. Discovering his collaborator and the creator of the C-Virus, Carla Radames, had the genetics he needed, Simmons turned her into a copy of Ada; the process had thoroughly brainwashed her into thinking she was the genuine Ada Wong. Simmons gave her control of soldiers and a private facility; however, unknown to him, a small fragment of Carla's mind still existed and it eventually caused her to go insane and betray him out of revenge.

Fong Ling

Voiced by: Claire O'Connor (*Dead Aim*), Kae Araki (*Namco × Capcom*)

A Chinese intelligence agent employed by the Ministry of State Security, Fong is infamous for her cold and stoic demeanor. Upon learning of her brother's involvement in anti-government activism, Fong arrested him. Following his arrest, Fong's brother was swiftly executed, although she has never questioned the actions of her boss and remains absolutely loyal, stopping at nothing to accomplish her objectives. She is sent by the Chinese government to the Umbrella-owned luxury liner the "Spencer Rain" to stop former Umbrella scientist Morpheus Duvall's plans and retrieve the sample of the virus he stole from an Umbrella's lab in Paris. Initially apathetic towards the presence of a rival operative, Bruce McGivern, going so far as to throw a grenade at Duvall who was holding him at gunpoint, she allies with him in order to stop Duvall. At some point, the Chinese government betrays her and attempts to kill her through the use of satellites armed with lasers. But Bruce saves her. Though greatly shaken by this event, she decides to complete her mission and to keep working for her employers afterward. And from that moment on, she becomes closer to Bruce. After killing Duvall and destroying an Umbrella secret laboratory underwater, it is implied that Bruce will follow her to China where they will likely start a relationship.

Helena Harper

Voiced by: **Laura Bailey** (*RE6*), **Mayuki Sako** (*RE6* (Japanese))

Facial model by: **Natasha Alam**

Helena Harper is an agent in the United States Secret Service, who joined the USSS at some point in 2012. In 2013, she was assigned as a personal bodyguard for the U.S. President, Adam Benford, and was blackmailed by Derek C. Simmons into assisting in the bioterrorist attack in the American town of Tall Oaks. After the President, who had turned into a zombie, was shot in the head and killed by Leon S. Kennedy, Helena -who was filled with guilt over her part in the operation- cooperated with Leon from that point on. Helena also had a sister called Deborah who had been captured and used as a leverage against her by Simmons. Helena was very protective of her, having shot her former abusive boyfriend for the way he treated her. Despite Helena obeying Simmons' orders, he infected Deborah with the C-Virus. As such she turned into a B.O.W and was killed in a fight with Helena, Leon and Ada. Helena and Leon eventually confronted and killed Simmons in Lanshiang, China.

Ingrid Hunnigan

Voiced by: **Salli Saffioti** (*RE4, Degeneration, Damnation, RE6*), **Yū Sugimoto** (*Degeneration, Damnation, RE6* (Japanese))

Ingrid Hunnigan is Leon S. Kennedy's link to the United States Secret Service. She assisted him during his missions to rescue Ashley Graham in *Resident Evil 4* and to stop Neo-Umbrella in *Resident Evil 6*. She also makes brief appearances in *Resident Evil: Degeneration* and *Resident Evil: Damnation*.

Jack Krauser

Voiced by: **Jim Ward** (*RE4, DC, Mercenaries 3D*)

Motion capture: **Ryouji Okamoto** (*RE4*, in-game), **Munenori Yuo** (*RE4*, cutscenes)

Jack Krauser (ジャック・クラウザー *Jakku Kurauzā*) is a freelance **mercenary** hired to do Saddler's bidding.*[43] Originally a U.S. government operative, Krauser was friends with Leon Kennedy, before apparently perishing in a helicopter crash.*[44] Krauser is responsible for kidnapping Ashley, claiming he committed the act to gain Saddler's trust. He has little interest in Saddler's agenda, and only seeks to recover a sample of Las Plagas for Albert Wesker.*[45]*[46]*[47] In addition to being a skilled knife fighter and archer, Krauser possesses superhuman

speed, stamina, strength, and gained the ability to transform his left arm into a giant mutated claw.*[48] He confronts Kennedy twice in the game. After apparently dying during a fight with Kennedy, Krauser appears as a boss in the "Assignment: Ada" scenario, and is killed once and for all by Ada in the "Separate Ways" scenario.*[48]*[49] Krauser is playable in Mercenaries mode. He uses his bow in combat and can also utilize his mutated arm as a mêlée weapon. *The Darkside Chronicles* provides back-story for Krauser as he is partnered with Leon to arrest a drug lord in South America. During their journey they discover the village has suffered an outbreak of the T-virus,*[50] encounter Manuela Hidalgo, who has been infected with the T-Veronica virus, and Krauser learns of Wesker and Umbrella's conspiracy. Before defeating the mutated drug lord, Krauser's arm is severely injured and he is forced to leave the military. He seeks out Wesker to recover from his injury and become stronger.*[51]

Jake Muller

Voiced by: **Troy Baker** (*RE6*), **Daisuke Namikawa** (*RE6* (Japanese))

Motion capture: **Troy Baker**, **Daniel Southworth** (stunt double)

Jake Muller is the son of the late Albert Wesker, a eugenicist, virologist and bioterrorist, who formerly worked for Umbrella and left Jake's mother soon after his birth. Jake would later work as a freelance **mercenary** in order to support his mother. Operating in anti-government operations in the Eastern European republic of Edonia, Jake was caught up in an act of bioterrorism. His mercenary comrades were infected with the C-virus, but Jake's specialized blood was able to resist the infection. Soon after, he met U.S. government agent Sherry Birkin - whose father, William Birkin, was coincidentally Albert's research partner. Sherry and Jake took part in the subsequent battle between the Bioterrorism Security Assessment Alliance and the mutated mercenaries.*[52] With his blood resistant to the downside-effects of mutagenic viruses like his father, Jake also inherited several of his father's signature abilities such as increased strength, speed, healing, and advanced combat skills. He was sought after for his blood during the bioterrorist attacks that were now taking place world-wide and was willing to hand over his blood to be used for the development of a cure, in exchange for a large sum of money. He and Sherry were captured by Carla Radames, a doppelgänger of Ada Wong, and detained in Lanshiang, China, but managed to escape during the C-virus outbreak in the city six months later. Over the course of the story of *RE6*, Jake became closer to Sherry as he came to terms with both the knowledge of his father's actions and of his death at the hands of Chris Redfield three years earlier. After the ordeal, Jake started a new life fighting BOWs in an underdeveloped country with his real identity covered up by the BSAA.

Lisa Trevor Lisa Trevor (リサ・トレヴァー *Risa Torevā*) is a character and enemy in the remake of *Resident Evil* and *The Umbrella Chronicles*.*[53] She is the daughter of George Trevor, a famed architect who designed the Arklay Research Facility and the Queen Zenobia (along with her sister ships). After George discovers that the mansion is actually hosting a secret underground laboratory, Spencer kidnaps him and his family. While his henchmen kill off George, his wife and daughter are used as test subjects for the Umbrella Corporation's viral experiments. Lisa spent nearly 30 years in captivity, undergoing several horrific experiments that rob her of her humanity. She develops uncanny abilities that make her stronger, and in essence, immortal. Lisa also proves to be the key in the development of Birkin's G-virus, as a primitive form of the virus is subtracted from her body. Lisa loses her mind during this period, and becomes obsessed with finding her mother, who was killed years before. Wesker, then one of Umbrella's top research scientists, orders his personnel to dispose of Lisa; however, she survives her execution, and wanders the mansion's grounds in hopes of finding her mother. Finally she was able to find the skull of her mother. Nearly a decade later, Lisa encounters various STARS members, before finding Wesker in the mansion. Wesker escapes the mansion's self-destruction, where Lisa is killed.*[54]

In 2012, IGN ranked as the ninth best boss in the series, adding, “Not only can her wails be heard throughout the game, she effectively can’t be killed – only deterred. Few things are scarier than that, making her one of the more memorable and entrenched characters in the series.”*[31]

Luis Sera

Voiced by: Rino Romano (*RE4*)

Motion capture: Keiichi Wada (*RE4*)

Luis Sera (ルイス・セラ *Ruisu Sera*) is a Spanish investigator, who is American tries to assist Kennedy and Ada Wong in their efforts against Los Illuminados.*[55] He is extremely familiar with the village where the game is set and formerly worked with Osmund Saddler to research and develop the cult's mind-controlling parasites.*[56] After realizing Saddler intends to use the parasites for malicious purposes, he attempts to sabotage the cult's mission. Sera meets Kennedy after both men are captured by villagers.*[48] He introduces himself as a former policeman from Madrid, who became dissatisfied with his job.*[57] It is later revealed in the game that Sera was one of the top researchers in finding Las Plagas. He considered the resulting outbreak to be his fault and attempted to eliminate it, aiding Leon. He is ultimately killed by Saddler before he can present him with a sample of Las Plagas.*[48]*[58]

Osmund Saddler

Voiced by: Michael Gough (*RE4*)

Motion capture: Kenji Hata (*RE4*)

Osmund Saddler (オズムンド・サドラー *Ozumundo Sadorā*) is the primary antagonist of *Resident Evil 4*.*[59] He is the leader of Los Illuminados, the cult responsible for Ashley Graham's kidnapping.*[33] Saddler plans on infecting Graham with a sample of Las Plagas, in hope that she will return home and infect higher-ranking members of the U.S. government.*[34] Saddler then wishes to control them and seize control of the country, and then the world.*[34] He uses samples of Las Plagas to infect and control villagers and even a local castellan Ramon Salazar (ラモン・サラザール) to perform his bidding. However, his plans are foiled by the combined efforts of Kennedy, Wong and Luis Sera. Kennedy, with the assistance of Wong, kills Saddler near the game's conclusion, and destroys his research and production complex.*[48]

Raymond Vester

Voiced by: David Vincent (*Revelations*), Yasunori Matsumoto (*Revelations* (Japanese))

Raymond Vester was one of the top agents working of the FBC (Federal Bioterrorism Commission). At the time of the 2004 Terragrigia Panic, Raymond was an inexperienced cadet in the FBC. Injured by Veltro's Farfarello, he was rescued by the more experienced agents Parker Luciani and Jessica Sherawat. Retreating back to the conference room where FBC Commissioner Morgan Lansdale was residing, Raymond stumbled upon a telephone conversation Lansdale was having with the Veltro leader, Jack Norman. Raymond became increasingly suspicious of his commanding officer, and knew that he was somehow involved with the bio-terrorist attack. However, he was unable to act on these suspicions, as the city was evacuated and destroyed soon after. At some point after this attack, Raymond became an informant for BSAA leader Clive R. O'Brian, operating as his mole within the FBC. O'Brian and Vester devised a plan to oust Lansdale as the architect of the Terragrigia attack through engineering the “return” of Veltro. Vester would pose as Jack Norman, and O'Brian used a mountain airbase and several of his own troops to create the illusion that the terrorist group had resurfaced. In doing so, the two hoped to collect enough evidence to expose Lansdale. During the Queen Zenobia incident, O'Brian let slip that agents Jessica Sherawat and Chris Redfield were captured by Veltro aboard the Zenobia. Intercepting this information, Lansdale sent Vester and his partner Rachael to the ship to determine if the BSAA agents supposedly on board the vessel would pose any threat to him. Vester and O'Brian agreed to push forward the schedule of their plan. After boarding the ship, Vester, with and without his Veltro disguise, encountered Luciani and Valentine on the ship's bridge, making his presence known. Soon after, Agents

Sherawat and Redfield boarded the vessel. Just as Raymond was about to reveal Lansdale's secrets to the group, Lansdale's mole, Jessica Sherawat, shot Raymond in the chest, causing him to fall from the balcony. Though Raymond was wearing a bulletproof vest and was unharmed by Jessica's shot, he faked his death while in her presence but whispered critical information about the conspiracy and her true identity. He later resurfaced and helped a gravely injured Luciani escape the sinking ship. Unbeknown to Parker, both Raymond and Jessica were agents of the pharmaceutical division of TRICELL, which had promoted the development of T-Abyss. The two met in a cafe in an unnamed European country, where Vester provided Sherawat with a sample of the T-Abyss.

Sherry Birkin

Voiced by: Lisa Yamanaka (*RE2*), Laura Bailey (*The Darkside Chronicles*), Eden Riegel (*Operation Raccoon City*, *RE6*), Hisako Kanemoto (*Operation Raccoon City* (Japanese)), Maaya Sakamoto (*RE6* (Japanese))

Sherry Birkin (シェリー・バーキン *Sherī Bākin*) is the daughter of William and Annette Birkin. She first appears in *Resident Evil 2*, running away and hiding in Raccoon City during the outbreak. She manages to find Leon and Claire, who protect her while trying to escape the city. Sherry is a playable character in some parts of the game but she is completely unarmed and can only avoid the monsters. Her father has been transformed into a monstrous creature by the G-virus and infects his daughter, but Claire gives Sherry an anti-virus, which prevents her from mutating. Sherry assists Leon and Claire in boarding a secret underground train, and successfully escapes Raccoon City before it is destroyed. Sherry also appears in *Resident Evil: The Darkside Chronicles* in chapters that recapitulate the events of *Resident Evil 2*. She returns as an adult in *Resident Evil 6* as a government agent escorting Jake Muller and seems to have acquired great healing abilities from the remnants of the G-virus in her body. During the course of the game, she helps Jake deal with the fact that Albert Wesker is his father. She also learns from Leon S. Kennedy that her superior, Derek C. Simmons, is the man responsible for the U.S. President's death. She and Jake subsequently ally with Leon, Chris Redfield and their partners in thwarting Carla Radames' plans. Sherry and Jake appear to have become closer during and after their life-threatening journey, developing a strong sense of trust over their similar life experiences. There's also hinted to be some sort of romance between the two.

Steve Burnside

Voiced by: Bill Houston (*Code Veronica*), Sam Riegel (*The Darkside Chronicles*)

Steve Burnside (ステイブ・バーンサイド *Sutību Bānsaido*) is Claire Redfield's partner in the game *Resident Evil Code: Veronica*. Steve was imprisoned in the Rockfort Island's facility alongside his father, a former Umbrella employee. He escapes from his cell during the viral outbreak. At first, Steve is hesitant to trust Claire and only cooperates with her reluctantly, but later becomes more open and attached to her after he is forced to kill his own father, who has become a zombie during the outbreak. Steve and Claire eventually end up in Umbrella's Antarctic Facility, where he is captured by Alexia and used as a test subject for the T-Veronica virus. Claire meets a chained Steve, who mutates into a monster and attacks Claire; in this form, he is nearly invulnerable to damage, and wields a giant, ceremonial axe. While running from Steve, Claire is attacked by one of Alexia's tentacles. Steve, seeing this, regains control of his mind and cuts the tentacle apart, freeing Claire. In retaliation, Alexia strikes him with one of the tentacles, inflicting a mortal wound. His failing body finally rejects the mutation, and he changes back. He dies in Claire's arms, just after professing his love to her. He was later taken by Albert Wesker due to the T-Veronica virus in his body, and also hinted that he might come back to life. In *The Darkside Chronicles* it is revealed that Wesker contacted the drug baron Javier Hidalgo and took a sample of T-Veronica from Steve's corpse in order to sell the virus for Hidalgo's ailing daughter, Manuela.

2.10.3 Appearances

P-Playable character (campaign/unlockable-mini campaign)
P*- Playable character (minigame/DLC)

2.10.4 Characters created for the film series

Main article: List of Resident Evil film characters
See also: Resident Evil (film series)

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2.10.7 External links

- Characters on the Resident Evil Wiki
- Creatures on the Resident Evil Wiki

2.11 Sherry Birkin

This list of *Resident Evil* characters includes playable and recurring characters that were introduced in the *Resident Evil* series of survival horror video games. The characters are described, below, using in-universe tone. Also, the fate of each character is revealed, along with that of related characters in the plot of the games, films or books, in each section below.

2.11.1 Main characters

Albert Wesker

Main article: Albert Wesker

Chris Redfield

Main article: Chris Redfield

Jill Valentine

Main article: Jill Valentine

Leon S. Kennedy

Main article: Leon S. Kennedy

Claire Redfield

Main article: Claire Redfield

2.11.2 Main organizations and members

STARS

STARS (Special Tactics And Rescue Service, always written as S.T.A.R.S. by Capcom) is a special force in the Raccoon Police Department, introduced in the original *Resident Evil* and disbanded before the events of the sequel. Its key members included Albert Wesker, Barry Burton, Brad Vickers, Chris Redfield, Enrico Marini, Forest Speyer, Jill Valentine, Joseph Frost, Kenneth J. Sullivan, Rebecca Chambers and Richard Aiken.*[1]

Besides Chris, Jill, and Wesker, four more STARS members are major characters in the game series:

Barry Burton

Voiced by: Barry Gjerde (*RE*), *[2] Ed Smaron (*REmake*), Jamieson Price (*RE5*)

Played by: Gregory (*RE* live-action cutscenes), Kevin Durand (*Retribution*)

Barry Burton (バリー・バートン *Barī Bāton*) is a middle-aged (38-year-old in the original *Resident Evil**[3]) SWAT-veteran*[1] and STARS Alpha Team's weapons specialist. In the original *Resident Evil*, Barry plays a supporting role in Jill's story while only appearing briefly in the opening scene of Chris' scenario. During the course of the game, it is revealed that he was blackmailed into betraying his teammates by Albert Wesker who threatened to harm his family if he refused. He returns in *Resident Evil 3: Nemesis*, helping Jill and Carlos escape from Raccoon City before its destruction. Barry also appears in the non-canonical game *Resident Evil Gaiden* as one of its two player characters, and as a DLC character in the *Resident Evil 5* Mercenaries Reunion mode.*[3] After non-canon appearances in games, Barry will be a playable character in *Resident Evil: Revelations 2* in which he will try to save his daughter, Moira, and the returning Claire Redfield, who are taken to an island.*[4] He also meets a little girl.

PlayStation Universe described Barry as “something of a legend among *RE* aficionados, thanks in no small part to his utterly laughable dialogue segments in the original *Resident Evil*,” adding that “he also remains one of the most genuinely likeable characters in the franchise, especially after the chaps at Capcom polished up his hammy ways for the GameCube remake.”*[3] In 2010, Joystick Division ranked him as the fifth top supporting character in video game history.*[5]

Brad Vickers

Voiced by: Evan Sabba (*RE3*), Adam Paul (*REmake*), Johnny Yong Bosch (*The Umbrella Chronicles*)

Brad Vickers (ブルード・ヴィッカーズ *Burudo Vikkāzu*) is STARS' helicopter pilot and Alpha team's computer and information expert, nicknamed “Chick-enheart”.*[1] He leaves his teammates stranded in the forest during the opening of the first *Resident Evil* after panicking, but returns at the end of the game to save the survivors (Jill, Chris, Barry, and Rebecca). In *Resident Evil 3*, despite trying to avoid any further involvement in the events surrounding Umbrella, Brad is targeted by the Nemesis and eventually killed. He can be seen as a zombie in front of the police department in *Resident Evil 2* if the player meets certain goals.*[6]

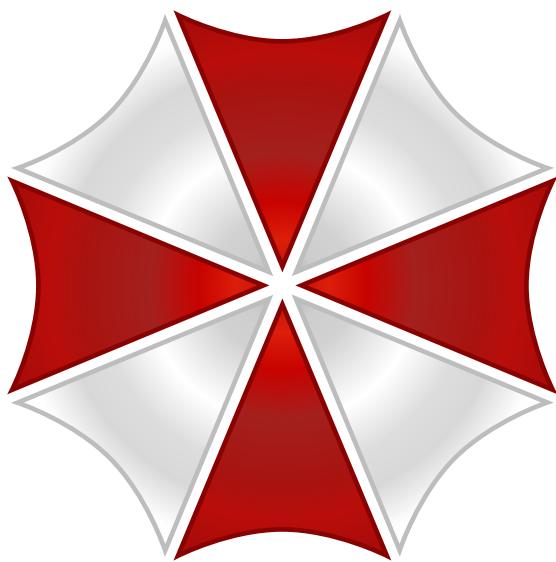
Rebecca Chambers Main article: Rebecca Chambers (character)

Richard Aiken

Voiced by: Joe Whyte (*REmake*), Yuri Lowenthal (*The Umbrella Chronicles*)

Richard Aiken (リチャード・エイ肯 *Richādo Eiken*) is the STARS' radio communications specialist* [1] and one of the Bravo Team members involved in the Spencer Mansion Incident. In the original *Resident Evil* game, he is found on the east wing of the Mansion's second floor, severely wounded and poisoned by a giant snake. After a brief detour to collect antivenom, Richard dies, either after imparting information and a radio (if the player returns quickly), or prior to their return. In the remake version, whilst playing as Jill, Richard (voiced by Joe Whyte) will accompany the player into the fight with Yawn, sacrificing himself to push her away from a lethal attack, and being ingested by the snake. Whilst playing as Chris, Richard will be killed during the encounter with the shark-based Neptune monster. In the novel *The Umbrella Conspiracy*, Richard is found by Chris and Rebecca already dead from the poison. In *Resident Evil: The Umbrella Chronicles*, Richard is a companion of Rebecca. He is one of the playable characters in the multiplayer mode of *Resident Evil: Deadly Silence*.

Umbrella Corporation



Umbrella Corporation symbol

The Umbrella Corporation is a corrupt international pharmaceutical company in the *Resident Evil* universe. Founded in the late 1960s by prominent British royal descendants Ozwell E. Spencer and Edward Ashford, it is portrayed in the games as a major international player in pharmaceutical goods and medical supplies, along with

more clandestine operations utilizing genetic engineering, their legitimate status being only a front for their secret research of bio-organic weapons, developed through the use of a unique virus discovered by the company founders shortly after World War II.* [7] The company is also presented as having a more public face, producing cosmetics, consumer products and foods. One of Umbrella's subsidiaries is UBCS (Umbrella Biohazard Countermeasure Service), a private military company with a highly trained security force composed mostly of war criminals and exiled soldiers* [8] and capable of rescue and reconnaissance paramilitary operations; the corporation also uses its top-secret special forces group to secure and protect its assets and high profile employees. Umbrella established multiple secret research facilities to develop various bio-weapons. Its most prominent research facility is located in the Arklay Mountains, just outside of Raccoon City, which was able to develop the "T-virus", a powerful mutagen that could dramatically alter living and recently dead organisms. The virus leaks and contaminates most of the Arklay Facility and its surrounding area, setting the stage for the first *Resident Evil* game.

Alexia Ashford

Voiced by: Leila Johnson (*Code Veronica*), Karen Strassman (*The Darkside Chronicles*)

Alexia Ashford (アレクシア・アシュフォード *Arekushia Ashufōdo*) is the primary antagonist of *Resident Evil Code: Veronica*. Along with her twin brother, Alfred, she is the product of an experiment by her father, the Umbrella's chief senior researcher Alexander (the son of the corporation's deceased co-founder Edward Ashford; he was later himself turned by Alexia into an undead monster called Nosferatu), in which the genetic material of ancestor Veronica Ashford was inserted into an embryo and implanted in a surrogate mother in an attempt to reproduce Veronica's legendary intelligence and beauty. Having successfully inherited these traits, Alexia sought to become an unstoppable world dictator by injecting herself with the T-Veronica Virus and freezing herself for several years in order to retain her own personality and allow her body to control the virus, rather than vice-versa. She awakes during the events of *Code Veronica*, after her brother Alfred dies. In revenge for this, she sends one of her tentacle monsters to capture Claire and Steve, experimenting on the latter and turning him into a large monster. She is confronted by Albert Wesker towards the end of the game and mutates into her first form. The two battle and she drives him off, but is then defeated by Chris. She revives and appears at the very end of the game as the last boss, mutating into another 2 forms before Chris kills her for good with the Linear Launcher.

In 2009, IGN ranked her as the series' most fearsome villain.* [9]

Carlos Oliveira

Voiced by: **Vince Corazza** (*RE3*), **Kim Strauss** (*The Umbrella Chronicles*), **Gideon Emery** (*Operation Raccoon City*), **Hiroki Yasumoto** (*Operation Raccoon City* (Japanese))

Played by: **Oded Fehr** (*Apocalypse, Extinction, Retribution*)

Carlos Oliveira (カルロス・オリヴェイラ *Karurosu Oriveira*), Brazilian and the second main character of *Resident Evil 3*,^{*[8]} is a mercenary and a former member of a South American communist guerrilla group. After the government forces wiped out his organization, Carlos was scouted out by the Umbrella Corporation to join the Umbrella's UBCS. He joined the force and was assigned to Delta Platoon, Company A (serving along with Nicholai Ginovaef and Mikhail Victor) in charge of heavy firearms and weapons maintenance.^{*[8]} Despite his violent background, he is warm-hearted and known for joking around.^{*[10]} In *Resident Evil 3*, Carlos assists Jill Valentine throughout the game as the two of them attempt to escape Raccoon City. At one point Jill becomes infected by the T-virus after a battle with the Nemesis. At this point Carlos becomes playable so that the player can prepare a vaccine for Jill. Ultimately he is successful in escaping the city along with Jill. He reprises his role in *The Umbrella Chronicles*. The events of *Resident Evil 3* are revisited in *The Umbrella Chronicles* scenario "Raccoon's Destruction", in which Carlos is a playable character alongside Jill Valentine. In the live action films his name is spelled *Olivera*, indicating a character background change from Brazil (Portuguese, "Oliveira") to some other Latin American country (Spanish, "Olivera").

HUNK

Voiced by: **Keith Silverstein** (*The Umbrella Chronicles, The Darkside Chronicles, Operation Raccoon City, Revelations*), **Masaki Terasoma** (*Operation Raccoon City* (Japanese))

HUNK (ハンク *HANKU*) is a member of the Umbrella Security Service Unit in *Resident Evil 2*,^{*[11]} also known as "Mr. Death", for being the sole survivor of several units he had previously taken part.^{*[12]} HUNK appears in *Resident Evil 2* and is playable in a secret minigame entitled "4th Survivor". This short scenario entails HUNK's journey to escape Raccoon City, beginning with his awakening in the sewers and eventually leading to his extraction from the city. He is the only member of his unit to survive the attack of the mutated William Birkin that takes place shortly after he secured samples of the G-virus for Umbrella.^{*[11]} He reappears in *The Umbrella Chronicles*, in a remake of the "4th Survivor" scenario where the player must reach the helipad for extraction from Raccoon City, and during the "Memories

of a Lost City" scenario in *Resident Evil: The Darkside Chronicles*.^{*[13]} HUNK is playable in the "Mercenaries" minigame in *Resident Evil 4*, but has no relation to the story.^{*[13]} HUNK appears as a side character in *Resident Evil: Operation Raccoon City*, where he works with other Umbrella Security Service operatives to recover a sample of the G-virus prior to the events of *Resident Evil 2*. He is also a playable character in *Resident Evil: The Mercenaries 3D* and *Resident Evil Revelations*.

James Marcus James Marcus (ジェームス・マーカス *Jēmusu Mākasu*) is the one of the primary antagonists in *Resident Evil Series*. Years before the events of the first *Resident Evil*, he was one of the top researchers of the Umbrella Corporation and a head of its personnel training facility, personally appointed by Ozwell E. Spencer to work with the Mother virus. In this capacity, Marcus played an integral role in developing the T-virus and the Tyrant and Nemesis programs, also conducting extensive research on leeches that led to the development of the G-virus, up until his sudden disappearance in 1988.^{*[14]} Spencer betrayed him by sending Marcus' direct subordinates, Albert Wesker and William Birkin, to murder him and steal his research.^{*[15]} Approximately a decade later, Marcus rises from the dead with the aid of his leeches.^{*[16]} He exacts his vengeance upon Spencer by contaminating the Spencer Mansion, one of the Umbrella Corporation's secret research facilities, with the T-virus, which trigger the events of the first *Resident Evil* game.^{*[17]} Marcus plays a larger role in the game's prequel, *Resident Evil Zero*, which details the accounts of his resurrection, vendetta, and ultimate downfall at the hands of Rebecca Chambers and Billy Coen. He also appears in *The Umbrella Chronicles*.^{*[18]}

Mikhail Victor

Voiced by: **Ben Campbell** (*RE3*)

Mikhail Victor (ミハイル・ヴィクトール *Mihairu Vikutōru*) is the leader of the UBCS Delta platoon that both Nicholai and Carlos are part of. According to his backstory, Mikhail is from *Saint Petersburg*, Russia, and had originally served in the army before joining a rebel group. Mikhail was eventually arrested by Russian government forces and convicted of acts of terrorism. He was then coerced into leading the UBCS in exchange for his men's freedom.^{*[19]} In the game, he appears already wounded, choosing to sacrifice his own life to save Jill and Carlos as he dies when he is blown apart by his own grenade in a failed attempt to destroy the Nemesis. In an early draft of the story, Mikhail was originally scripted to be Nicholai's older brother (hence, his original name was Mikhail Ginovaef).^{*[19]} He is the only one of the main UBCS operatives not to appear in the film *Resident Evil: Apocalypse*, being replaced by an original character named Yuri Loginova.

Nikolai Zinoviev

Voiced by: Roger Honeywell (*RE3*), Rick D. Wasserman (*Operation Raccoon City*), Kenta Miyake (*Operation Raccoon City* (Japanese))

Played by: Zack Ward (*Apocalypse*)

Nikolai Zinoviev (ニコライ・ジノビエフ *Nikorai Jino-bieu*) is a member of the UBCS Delta platoon, Company B. According to his backstory, Nikolai is from Moscow and served in the Russian Spetsnaz before joining the UBCS. He also has an unspoken rivalry with HUNK from *Resident Evil 2*. Nikolai meets Jill as one of the few surviving operatives from the Delta platoon, along with Carlos and Mikhail. He disappears after an event in the first half of the game and is presumed dead until another encounter with him. Nikolai is in fact one of the Supervisors, UBCS operatives assigned to watch and gather combat data as their comrades fight against Umbrella's bio-weapons. Nikolai's fate varies depending on which route the player takes. In one scene, he is slaughtered by the Nemesis and his corpse is left hanging in an air duct. Another possible outcome shows Nikolai stealing Jill's intended escape helicopter. At this point, the player has the option of attempting to negotiate with him, in which he escapes from the city successfully, or choose to fight back against Nikolai, destroying the helicopter along with him. The English localization of *Resident Evil Survivor* features a document supposedly authored by Nikolai after the events of *Nemesis*. The file is different in the original Japanese version and the Chinese localization of the PC port. The third entry of the document (the portion dated after the events of *Nemesis*) was actually authored by the "Umbrella B.O.W. Development Staff", rather than Nikolai.^{*[20]} Nikolai also appears in *Resident Evil Outbreak* in the final scenario "Decisions, Decisions" which depicts the character conducting another mission occurring during the same time period as the second half of *Resident Evil 3*. He is mentioned in *The Umbrella Chronicles*, where he is referred to by the code-name "Silver Fox". Nikolai's role in *Resident Evil: Operation Raccoon City* was stopping Wolfpack from completing their mission objective. The character was adapted for the film *Resident Evil: Apocalypse*, although the film features a more heroic depiction of Nikolai, which differs from the game's original antagonistic portrayal. His name is incorrectly translated as "Nicholai Ginovaef" in the English localization and the film's official novelization renamed him as **Nicholai Sokolov**.

Lord Osweel E. Spencer

Voiced by: Adam D. Clark (*RE5*)

Motion capture: Adam D. Clark (*RE5*)

Lord Osweel E. Spencer (オズウェル・E・スペンサー *Ozuweru E Supensā*) is one of *Resident Evil*'s most important and mysterious characters. In the series, he is

the owner and co-founder of the Umbrella Corporation, a pharmaceutical drug company that secretly manufactures bio-organic weapons.^{*[21]} His colleagues, James Marcus and Edward Ashford, join his company, but show more interest in studying the newly discovered Progenitor virus.^{*[21]} Eventually, Edward Ashford dies, and Spencer seizes control of the company and its research by sending his subordinates, Albert Wesker and William Birkin, to assassinate Marcus.^{*[15]^{*[22]}}

Spencer conducts some of his company's research in the Arklay Research Facility, in the Arklay Mountains. He hires George Trevor, a famed architect to construct a mansion to conceal the facility.^{*[23]} Spencer's plans progress smoothly, until Marcus returns from the dead,^{*[16]} and begins to seek revenge with the help of his test subjects. Marcus destroys one of Spencer's luxury trains, and causes a viral outbreak in the Arklay Research Facility.^{*[17]} The outbreak spreads throughout the region, sparking the events of *Resident Evil Zero* and the original *Resident Evil*. The virus subsequently spreads to Raccoon City during the events of *Resident Evil 2* and *Resident Evil 3: Nemesis*, prompting the U.S. government to contain the outbreak by ordering the destruction of the city.^{*[24]} After the city's destruction, Spencer attempts to disguise the incident as a government conspiracy by hiring top lawyers and false witnesses. His actions prolong the legal proceedings, and allow the Umbrella Corporation to stay afloat for five more years. Ultimately, Wesker betrays Spencer by handing over secret documents to the U.S. government,^{*[25]} and seals Spencer's doom by personally testifying against him in court. Umbrella's business license is summarily suspended, and the U.S. government works swiftly to dismantle the remains of the organization.^{*[26]} After Umbrella's public fall from grace, Spencer retreats to his mansion in Europe. He is eventually located by Chris Redfield and Jill Valentine prior to the events of *Resident Evil 5*, but is swiftly killed by Albert Wesker before the two can reach him. His first name is localized as *Ozwell* in the English version.

Sergei Vladimir

Voiced by: Patrick Seitz (*The Umbrella Chronicles*)

Sergei Vladimir (セルゲイ・ウラジミール *Serugei Urajimīru*) is a high-ranking Russian employee of Umbrella and the main antagonist of *Resident Evil: The Umbrella Chronicles*. Following the fall of the Soviet Union, he approached the Umbrella Corporation and quickly became one of the company's top officers. He became personally acquainted with Umbrella founder Ozwell E. Spencer, who began to rely on Sergei as a loyal and effective enforcer. Sergei subsequently formed and led Umbrella's UBCS,^{*[27]} as well as Umbrella's internal espionage organization, Monitor. Agents that answered directly to Sergei include the likes of Nicholai Ginovaef. Sergei undertakes the Umbrella Corporation's most im-

portant tasks through the *Resident Evil* series, including stealing the Red Queen from the Arklay Research Facility, extracting Ozwell Spencer from Raccoon City before its destruction, and securing important research information.*[28] Sergei is killed by Albert Wesker while attempting to prevent him from stealing a database containing the Umbrella Corporations most important documents and research data.*[29]

William Birkin

Voiced by: Diego Matamoros (*RE2*), T.J. Rotolo (*The Darkside Chronicles*, *Operation Raccoon City*)

Played by: Jason Isaacs (*RE*)

William Birkin (ウィリアム・バーキン *Wiriamu Bākin*) is one of the main antagonists of *Resident Evil Series*. After completing his G-virus project, he is mortally wounded by agents of the Umbrella Special Forces and his work is stolen. Left for dead, he injects himself with the G-virus, thus turning himself into a monster. He then kills his attackers, causing a T-virus vial to be leaked into the city's drainage system, resulting in the zombie outbreak in Raccoon City. During the course of the game, he encounters the main characters, Claire Redfield and Leon S. Kennedy, as he undergoes gradual mutation and begins losing any semblance of his original human form. He is eventually defeated by Claire and Leon, with the help of his daughter Sherry. Birkin is mentioned in Wesker's *Report* as the scientist who helped Wesker fake his death and is retroactively mentioned in the GameCube remake of the first *Resident Evil*. He also makes an appearance in *Resident Evil Zero*, where he assists Wesker from behind the scenes, and also appears in a cutscene in *The Umbrella Chronicles* along with Albert Wesker.*[30] In the first *Resident Evil* film, Birkin makes an uncredited cameo appearance as the head of the Nemesis project, who was also the film's narrator. According to an audio commentary by Paul W. S. Anderson, Isaacs was planned to reprise this role in the sequel *Resident Evil: Apocalypse*, but left the project for undisclosed reasons; an original character named Dr. Sam Isaacs (played by Iain Glen) was created to fulfill Birkin's role in the sequel. In 2012, IGN ranked the transformed Birkin as the second best boss in the series, calling him "a terrible abomination - one that is not easily forgotten." *[31]

BSAA

The B.S.A.A. (Bioterrorism Security Assessment Alliance), is a private military company formed between the events of *Resident Evil 4* and *Resident Evil 5*, was founded by Jill Valentine, Chris Redfield, Clive R. O'Brian, and eight others after the fall of Umbrella, with the aim of combating the increasing numbers of B.O.W.s being sold on the black market. Originally a

non-government organization, the B.S.A.A. was placed under United Nations Security Council control when the U.S. government funded Federal Bioterrorism Commission (F.B.C.) was revealed to be corrupt.

Jessica Sherawat

Voiced by: Ali Hillis (*Revelations*), Nana Mizuki (*Revelations* (Japanese))

Jessica Sherawat was a member of the F.B.C., where she worked with Parker Luciani. She later became a member of the B.S.A.A. and worked with Chris Redfield in their investigation of Veltro in 2005. Most importantly, Jessica is secretly an agent working for the corrupt Morgan Lansdale and, above all, for Tricell Incorporated. As such, she betrays Chris and the B.S.A.A.. She survives the ordeal, though, goes into hiding and is given a sample of the T-Abyss virus by Raymond Vester.

Josh Stone

Voiced by: T.J. Storm (*RE5*)

Motion-capture: T.J. Storm (*RE5*)

Josh Stone is a member of the B.S.A.A.'s division in West Africa in 2008. He was the leader of Delta Team for the Kijuju mission. Josh was also the Captain of the first team Sheva Alomar joined the B.S.A.A. and trained Sheva for eight months. After her training was complete, Sheva and Josh developed an extremely close relationship in which Josh calls Sheva "the little sister of the team". He is the sole survivor of the slaughter of his team in RE5 and assists Sheva, Chris Redfield and later Jill Valentine in stopping Albert Wesker once and for all. He survives the events of Resident Evil 5.

Parker Luciani

Voiced by: Kirk Thornton (*Revelations*), Mitsuhiro Miyamoto (*Revelations* (Japanese))

Parker was originally a member of the FBC tasked with helping out during the 2004 Veltro terrorist attack of Terragrigia. However he and his partner Jessica Sherawat barely managed to make it out alive and fled into the FBC building. During their trip to the Command Room, they met and saved the new cadet Raymond Vester. He and Parker then bonded. At the command room, they met Morgan Lansdale collaborating with Jack Norman, and in the midst of betraying him. After that, the group escaped the city. In 2005, Parker and Jill followed Chris Redfield and Jessica's last known coordinates to a stranded cruise ship named Queen Zenobia in the Mediterranean Sea. They realize that the entire crew of the Queen Zenobia had been turned into monstrous bio organic weapons

named Ooze and are forced to fight for their lives. On the ship's bridge, they are surprised to meet none other than Vester who claims to be here by orders of the FBC. After Jessica is revealed to be a traitor, she sets the Queen Zenobia to self-destruct. Parker was later seen dangling above end then falling into a series of explosions after the floor he was standing on collapses. It is ultimately revealed that Raymond Vester saved Parker from the explosion. Parker was then found adrift off the shore of the Republic of Malta in the Mediterranean Sea. He resumed his position as a Special Operations Agent for the BSAA after a month of recovery.

Piers Nivans

Voiced by: Chris Emerson (*RE6*), Shuhei Sakaguchi (*RE6* (Japanese))

Face Model: Adam Crosman (*RE6*)

Piers Nivans was a young ace and member of the North American Branch of the B.S.A.A. He was a gifted marksman, who served under Chris Redfield during the Edonia Civil War in 2012 and the bioterrorist attacks in China in 2013. On Christmas Eve, 2012, Piers served alongside Chris and a rookie BSAA agent named Finn during a military operation in Edonia against the militia stationed there (all infected with the C-virus, thus dubbed as J'avo). During the operation, the team encountered US government agent Sherry Birkin and mercenary Jake Muller (whom Piers had a grudge against due to the latter being aligned with the same men that killed other BSAA teammates). After escorting them to safety (in which Piers complies reluctantly), the team search the city hall where they run into a lady who claims herself to be Ada Wong. Ada leads Chris's team into a trap, which results in the deaths and mutations of the other BSAA teammates (including Finn) leaving Chris and Piers as the only survivors. Chris receives amnesia after suffering a blow to the head by the mutated Finn, and is carried to safety by Piers. Chris escapes while being hospitalized, however, and goes Missing in Action. After six months of searching for Chris, Piers found a now heavily drunk Chris in a local bar in Edonia during 2013. At first, Chris didn't remember anything of bioterrorism or the B.S.A.A., or Piers and his dead comrades. However, Piers successfully brought back the memories to surface by forcing him to face the truth and convinced him to return to the B.S.A.A. and help with the mission in Lanshiang, China. As Chris regains his memories, Piers notices how Chris's lust for revenge against Ada is affecting him from focusing on the mission. Eventually Piers manages to convince Chris to let go of his anger and focus on bringing Ada to justice for the sake of all those who have died in the BSAA. He eventually sacrificed himself after infecting himself with the C-virus in order to save Chris.

Sheva Alomar Main article: Sheva Alomar

Non-affiliated

Ada Wong Main article: Ada Wong

Adam Benford

Voiced by: Michael Donovan (*RE6*),
Katsuhiko Sasaki (*RE6* (Japanese))

Motion capture: Richard Epcar (*RE6*)

Adam Benford was the President of the United States in 2013 and the founder of the *Division of Security Operations*, an anti-bioterrorism organization. He was killed in a bioterrorist attack, carried out by Neo-Umbrella, shortly after informing Leon S. Kennedy of his plans to release details about the T-Viral outbreak in Raccoon city in 1998.

Ark Thompson

Voiced by: Patrick Harlan (*Resident Evil: Survivor*)

Ark Thompson is an acquaintance of Leon S. Kennedy who was sent by him to Sheena Island to investigate the Umbrella's facilities there, where the company has its private township, soon after the Raccoon City incident in 1998. He ends up posing as Vincent Goldman, an Umbrella manager, but loses his memory after a helicopter crash. During the game, he is led to believe that he is Vincent Goldman and is mistakenly blamed for the T-virus outbreak on the island. As he investigates, he progressively gets his memories back and confronts the real Vincent Goldman. He eventually escapes the facility before its destruction aboard a helicopter along with Lott and Lily Klein, two children of Umbrella scientists whose parents died in the incident.

Ashley Graham

Voiced by: Carolyn Lawrence (*RE4*)

Motion capture: Yukiko Saitani (*RE4*)

Ashley Graham (アシュリー・グラハム *Ashuri Gurahamu*) is the new U.S. President's daughter in *Resident Evil 4*.^{*[32]} A college student living in Massachusetts, Ashley is abducted by a mysterious cult while attempting to return home.^{*[33]} She is taken to an undisclosed part of Europe and held captive in a village inhabited by humans infected by mind-controlling parasites. The cult's

leader, Osmund Saddler, plans to infect her with Las Plagas, to carry out the cult's secret agenda.*[34] She is rescued by Kennedy, and works alongside him to thwart the cult's plans and escape. In addition to being able to receive commands and perform simple tasks, Ashley briefly becomes a playable character for a portion of the game.

GameDaily listed Ashley Graham as part of its “Babe of the Week: Hottest Blondes” feature, adding that they would give her the “pain in the neck” award.*[35] In 2008, *Cracked* listed her as one of the 15 most annoying video game characters, claiming that in their opinion, “developers need to realize that no one likes to defend the weak and defenseless in video games”,*[36] but *PC Games Hardware* included her among the 112 most important female characters in games.*[37] That same year, *GamesRadar* used her as an example of the “pure-hearted love interest”, stating that this kind of character lacks personality,*[38] and also listed her as one of the top seven most irritating video game characters, stating that while she is not completely useless, she is not very resourceful.*[39]

Billy Coen

Voiced by: David Webster (*RE0*), Steve Van Wormer (*The Umbrella Chronicles*)

Billy Coen (ビリー・コーヴン *Birī Kōen*) is first mentioned in a police report filed by Rebecca Chambers that can be found in the Nintendo 64 version of *Resident Evil 2*, foreshadowing the events of the *Resident Evil Zero* prequel. A former Second Lieutenant in the U.S. Marine Corps, Billy is sentenced to death by a military court for massacring 23 people*[40] in murky circumstances during a mission in Africa, but manages to escape en route to his execution. He seeks refuge in the Ecliptic Express, a stranded train, where he meets Rebecca Chambers. The two form an alliance in order to survive, using their talents to discover the Umbrella Corporation’s secrets.*[41] Both characters are monitored by James Marcus, who sends various creatures to subdue them. After revealing the details of his demise, Marcus mutates into the Queen Leech.*[41] In the final battle sequence, Billy and Rebecca destroy the Queen Leech by exploiting its vulnerability to sunlight. Rebecca allows Billy to escape, believing his claims that he is innocent and telling the authorities that he subsequently perished in the Arklay Mountains after their encounter. It is unknown whether he made it out of the forest near Racoon City alive or not. Billy also appears in *The Umbrella Chronicles*.*[41]*[42]

Bruce McGivern

Voiced by: Raj Ramayya (*Dead Aim*), Hiroaki Hirata (*Namco × Capcom*)

When a large amount of a recently developed hybrid viral agent known as the “t+G Virus” is stolen from the Umbrella Pharmaceuticals Development Center in Paris by a former Umbrella researcher, Bruce McGivern is sent in by the U.S. government to retrieve the virus and neutralize the threat in the Atlantic Ocean on board an Umbrella-owned luxury ocean liner, the “Spencer Rain”, whose entire personnel on board have been infected with the t-Virus stolen by the same former researcher, Morpheus D. Duvall, in September 2002. A member of the U.S. Stratcom, McGivern is cocky and brash, and has a tendency to adopt a “shoot first, ask questions later” policy, with little regard for the consequences following his actions. This has often left him in many hostile situations, although in the end, he always somehow comes out on top. Confronted at the very beginning of the game by Duvall, he is saved by Chinese secret agent Fong Ling who throws a grenade at Morpheus (regardless of Bruce’s life), seriously wounding the terrorist. He later works with her in order to stop Duvall’s plan of unleashing the virus, bringing the fight to an underwater Umbrella secret laboratory which they ultimately destroy as Bruce kills a greatly mutated Duvall. At first at odds with Fong Ling, she and Bruce become closer as the story progresses, particularly after he saves her from an attempt on her life by her own government through the use of satellites armed with lasers. At the end of the game, it is implied that Bruce will follow her to China where they will likely start a relationship.

Carla Radames

See also: Ada Wong

Carla Radames is the primary antagonist of *Resident Evil 6*. Having worked previously as a government researcher, she is the creator of the C-virus, as well as the founder and leader of Neo-Umbrella, orchestrating bioterror attacks in different parts of the planet in order to destroy the current world order. Most importantly, Carla is the evil doppelganger of Ada Wong, created by Derek C. Simmons.

Deborah Harper

Voiced by: Kate Higgins (*RE6*)

Motion capture: Lauren Kim (*RE6*)

Deborah Harper is the younger sister of Helena Harper. In the past, Helena was known to be very protective towards Deborah, having wounded Deborah’s abusive ex-boyfriend. In *Resident Evil 6*, the two sisters were held as hostages by Derek C. Simmons in the secret lab underneath the Tall Oaks Cathedral. Helena tried her best to keep a terrified Deborah to be calm and assure her. Helena offered herself to Simmons in exchange for her sister, but her pleas did nothing and Deborah was dragged away. Deborah was later taken to the catacombs of the

cathedral, and was injected with C-Virus; however, as she showed no signs of mutation, Deborah was left to die. After Helena and Leon rescue Deborah, they soon arrive at the lower levels of the catacombs, where Deborah becomes very ill before bursting into flames; a goo then hardens into a cocoon around her. As the lower levels then begin to crumble, Deborah emerges with spider-like appendages on her back. Despite Helena's pleas not to harm her sister, Ada reminds her that Deborah has to be killed or else they will die. After the battle, Helena grabs Deborah as she slips and falls over a pit. She then begs for forgiveness, saying she will avenge her sister after she and Leon kill Simmons, and releases Deborah as she falls to her death into the darkness below. At the end of Leon and Helena's campaign, Helena visits Deborah's grave at a cemetery.

Derek C. Simmons

Voiced by: David Lodge (*RE6*), Takayuki Sugō (*RE6* (Japanese))

Derek C. Simmons was a presidential aide to Adam Benford and the main antagonist of Leon's campaign in *Resident Evil 6*. Simmons was a friend to the President for years; however, when Benford decided to go public about the events of Raccoon City, Simmons was forced to take drastic action to ensure everyone maintained faith in the government. He forced Helena to infect Benford with the C-Virus, using her sister Deborah as a bargaining chip. Simmons was later confronted by Leon S. Kennedy for his involvement; however, he was betrayed by Ada Wong & Carla Radames, who infected him with a massive dose of C-Virus, causing random and painful transformations. Simmons had an unhealthy obsession of Ada Wong; he used the C-Virus in multiple attempts to create a copy of her, but failed repeatedly due to a lack of enough genetic material. Discovering his collaborator and the creator of the C-Virus, Carla Radames, had the genetics he needed, Simmons turned her into a copy of Ada; the process had thoroughly brainwashed her into thinking she was the genuine Ada Wong. Simmons gave her control of soldiers and a private facility; however, unknown to him, a small fragment of Carla's mind still existed and it eventually caused her to go insane and betray him out of revenge.

Fong Ling

Voiced by: Claire O'Connor (*Dead Aim*), Kae Araki (*Namco × Capcom*)

A Chinese intelligence agent employed by the Ministry of State Security, Fong is infamous for her cold and stoic demeanor. Upon learning of her brother's involvement in anti-government activism, Fong arrested him. Following his arrest, Fong's brother was swiftly executed, although

she has never questioned the actions of her boss and remains absolutely loyal, stopping at nothing to accomplish her objectives. She is sent by the Chinese government to the Umbrella-owned luxury liner the "Spencer Rain" to stop former Umbrella scientist Morpheus Duvall's plans and retrieve the sample of the virus he stole from an Umbrella's lab in Paris. Initially apathetic towards the presence of a rival operative, Bruce McGivern, going so far as to throw a grenade at Duvall who was holding him at gunpoint, she allies with him in order to stop Duvall. At some point, the Chinese government betrays her and attempts to kill her through the use of satellites armed with lasers. But Bruce saves her. Though greatly shaken by this event, she decides to complete her mission and to keep working for her employers afterward. And from that moment on, she becomes closer to Bruce. After killing Duvall and destroying an Umbrella secret laboratory underwater, it is implied that Bruce will follow her to China where they will likely start a relationship.

Helena Harper

Voiced by: Laura Bailey (*RE6*), Mayuki Sako (*RE6* (Japanese))

Facial model by: Natasha Alam

Helena Harper is an agent in the United States Secret Service, who joined the USSS at some point in 2012. In 2013, she was assigned as a personal bodyguard for the U.S. President, Adam Benford, and was blackmailed by Derek C. Simmons into assisting in the bioterrorist attack in the American town of Tall Oaks. After the President, who had turned into a zombie, was shot in the head and killed by Leon S. Kennedy, Helena -who was filled with guilt over her part in the operation- cooperated with Leon from that point on. Helena also had a sister called Deborah who had been captured and used as a leverage against her by Simmons. Helena was very protective of her, having shot her former abusive boyfriend for the way he treated her. Despite Helena obeying Simmons' orders, he infected Deborah with the C-Virus. As such she turned into a B.O.W and was killed in a fight with Helena, Leon and Ada. Helena and Leon eventually confronted and killed Simmons in Lanshiang, China.

Ingrid Hunnigan

Voiced by: Salli Saffioti (*RE4, Degeneration, Damnation, RE6*), Yū Sugimoto (*Degeneration, Damnation, RE6* (Japanese))

Ingrid Hunnigan is Leon S. Kennedy's link to the United States Secret Service. She assisted him during his missions to rescue Ashley Graham in *Resident Evil 4* and to stop Neo-Umbrella in *Resident Evil 6*. She also makes brief appearances in *Resident Evil: Degeneration* and *Resident Evil: Damnation*.

Jack Krauser

Voiced by: Jim Ward (*RE4, DC, Mercenaries 3D*)

Motion capture: Ryouji Okamoto (*RE4*, in-game), Munenori Yuo (*RE4*, cutscenes)

Jack Krauser (ジヤック・クラウザー *Jakku Kurauzā*) is a freelance **mercenary** hired to do Saddler's bidding.*[43] Originally a U.S. government operative, Krauser was friends with Leon Kennedy, before apparently perishing in a helicopter crash.*[44] Krauser is responsible for kidnapping Ashley, claiming he committed the act to gain Saddler's trust. He has little interest in Saddler's agenda, and only seeks to recover a sample of Las Plagas for Albert Wesker.*[45]*[46]*[47] In addition to being a skilled knife fighter and archer, Krauser possesses superhuman speed, stamina, strength, and gained the ability to transform his left arm into a giant mutated claw.*[48] He confronts Kennedy twice in the game. After apparently dying during a fight with Kennedy, Krauser appears as a boss in the "Assignment: Ada" scenario, and is killed once and for all by Ada in the "Separate Ways" scenario.*[48]*[49] Krauser is playable in Mercenaries mode. He uses his bow in combat and can also utilize his mutated arm as a mêlée weapon. *The Darkside Chronicles* provides backstory for Krauser as he is partnered with Leon to arrest a drug lord in South America. During their journey they discover the village has suffered an outbreak of the T-virus,*[50] encounter Manuela Hidalgo, who has been infected with the T-Veronica virus, and Krauser learns of Wesker and Umbrella's conspiracy. Before defeating the mutated drug lord, Krauser's arm is severely injured and he is forced to leave the military. He seeks out Wesker to recover from his injury and become stronger.*[51]

Jake Muller

Voiced by: Troy Baker (*RE6*), Daisuke Namikawa (*RE6* (Japanese))

Motion capture: Troy Baker, Daniel Southworth (stunt double)

Jake Muller is the son of the late Albert Wesker, a eugenicist, virologist and bioterrorist, who formerly worked for Umbrella and left Jake's mother soon after his birth. Jake would later work as a freelance **mercenary** in order to support his mother. Operating in anti-government operations in the Eastern European republic of Edonia, Jake was caught up in an act of bioterrorism. His mercenary comrades were infected with the C-virus, but Jake's specialized blood was able to resist the infection. Soon after, he met U.S. government agent Sherry Birkin - whose father, William Birkin, was coincidentally Albert's research partner. Sherry and Jake took part in the subsequent battle between the Bioterrorism Security Assessment Alliance and the mutated mercenaries.*[52] With his blood

resistant to the downside-effects of mutagenic viruses like his father, Jake also inherited several of his father's signature abilities such as increased strength, speed, healing, and advanced combat skills. He was sought after for his blood during the bioterrorist attacks that were now taking place world-wide and was willing to hand over his blood to be used for the development of a cure, in exchange for a large sum of money. He and Sherry were captured by Carla Radames, a doppelgänger of Ada Wong, and detained in Lanshiang, China, but managed to escape during the C-virus outbreak in the city six months later. Over the course of the story of *RE6*, Jake became closer to Sherry as he came to terms with both the knowledge of his father's actions and of his death at the hands of Chris Redfield three years earlier. After the ordeal, Jake started a new life fighting BOWs in an underdeveloped country with his real identity covered up by the BSAA.

Lisa Trevor Lisa Trevor (リサ・トレヴァー *Risa Torevā*) is a character and enemy in the remake of *Resident Evil* and *The Umbrella Chronicles*.*[53] She is the daughter of George Trevor, a famed architect who designed the Arklay Research Facility and the Queen Zenobia (along with her sister ships). After George discovers that the mansion is actually hosting a secret underground laboratory, Spencer kidnaps him and his family. While his henchmen kill off George, his wife and daughter are used as test subjects for the Umbrella Corporation's viral experiments. Lisa spent nearly 30 years in captivity, undergoing several horrific experiments that rob her of her humanity. She develops uncanny abilities that make her stronger, and in essence, immortal. Lisa also proves to be the key in the development of Birkin's G-virus, as a primitive form of the virus is subtracted from her body. Lisa loses her mind during this period, and becomes obsessed with finding her mother, who was killed years before. Wesker, then one of Umbrella's top research scientists, orders his personnel to dispose of Lisa; however, she survives her execution, and wanders the mansion's grounds in hopes of finding her mother. Finally she was able to find the skull of her mother. Nearly a decade later, Lisa encounters various STARS members, before finding Wesker in the mansion. Wesker escapes the mansion's self-destruction, where Lisa is killed.*[54]

In 2012, IGN ranked as the ninth best boss in the series, adding, "Not only can her wails be heard throughout the game, she effectively can't be killed – only deterred. Few things are scarier than that, making her one of the more memorable and entrenched characters in the series."*[31]

Luis Sera

Voiced by: Rino Romano (*RE4*)

Motion capture: Keiichi Wada (*RE4*)

Luis Sera (ルイス・セラ *Ruisu Sera*) is a Spanish investigator, who is American tries to assist Kennedy and Ada

Wong in their efforts against Los Illuminados.*[55] He is extremely familiar with the village where the game is set and formerly worked with Osmund Saddler to research and develop the cult's mind-controlling parasites.*[56] After realizing Saddler intends to use the parasites for malicious purposes, he attempts to sabotage the cult's mission. Sera meets Kennedy after both men are captured by villagers.*[48] He introduces himself as a former policeman from Madrid, who became dissatisfied with his job.*[57] It is later revealed in the game that Sera was one of the top researchers in finding Las Plagas. He considered the resulting outbreak to be his fault and attempted to eliminate it, aiding Leon. He is ultimately killed by Saddler before he can present him with a sample of Las Plagas.*[48]*[58]

Osmund Saddler

Voiced by: Michael Gough (*RE4*)

Motion capture: Kenji Hata (*RE4*)

Osmund Saddler (オズムンド・サドラー *Ozumundo Sadorā*) is the primary antagonist of *Resident Evil 4*.*[59] He is the leader of Los Illuminados, the cult responsible for Ashley Graham's kidnapping.*[33] Saddler plans on infecting Graham with a sample of Las Plagas, in hope that she will return home and infect higher-ranking members of the U.S. government.*[34] Saddler then wishes to control them and seize control of the country, and then the world.*[34] He uses samples of Las Plagas to infect and control villagers and even a local castellan Ramon Salazar (ラモン・サラザール) to perform his bidding. However, his plans are foiled by the combined efforts of Kennedy, Wong and Luis Sera. Kennedy, with the assistance of Wong, kills Saddler near the game's conclusion, and destroys his research and production complex.*[48]

Raymond Vester

Voiced by: David Vincent (*Revelations*), Yasunori Matsumoto (*Revelations* (Japanese))

Raymond Vester was one of the top agents working of the FBC (Federal Bioterrorism Commission). At the time of the 2004 Terragrigia Panic, Raymond was an inexperienced cadet in the FBC. Injured by Veltro's Farfarello, he was rescued by the more experienced agents Parker Luciani and Jessica Sherawat. Retreating back to the conference room where FBC Commissioner Morgan Lansdale was residing, Raymond stumbled upon a telephone conversation Lansdale was having with the Veltro leader, Jack Norman. Raymond became increasingly suspicious of his commanding officer, and knew that he was somehow involved with the bio-terrorist attack. However, he was unable to act on these suspicions, as the city was evacuated and destroyed soon after. At some point after this attack, Raymond became an informant for BSAA leader

Clive R. O'Brian, operating as his mole within the FBC. O'Brian and Vester devised a plan to oust Lansdale as the architect of the Terragrigia attack through engineering the "return" of Veltro. Vester would pose as Jack Norman, and O'Brian used a mountain airbase and several of his own troops to create the illusion that the terrorist group had resurfaced. In doing so, the two hoped to collect enough evidence to expose Lansdale. During the Queen Zenobia incident, O'Brian let slip that agents Jessica Sherawat and Chris Redfield were captured by Veltro aboard the Zenobia. Intercepting this information, Lansdale sent Vester and his partner Rachael to the ship to determine if the BSAA agents supposedly on board the vessel would pose any threat to him. Vester and O'Brian agreed to push forward the schedule of their plan. After boarding the ship, Vester, with and without his Veltro disguise, encountered Luciani and Valentine on the ship's bridge, making his presence known. Soon after, Agents Sherawat and Redfield boarded the vessel. Just as Raymond was about to reveal Lansdale's secrets to the group, Lansdale's mole, Jessica Sherawat, shot Raymond in the chest, causing him to fall from the balcony. Though Raymond was wearing a bulletproof vest and was unharmed by Jessica's shot, he faked his death while in her presence but whispered critical information about the conspiracy and her true identity. He later resurfaced and helped a gravely injured Luciani escape the sinking ship. Unbeknown to Parker, both Raymond and Jessica were agents of the pharmaceutical division of TRICELL, which had promoted the development of T-Abyss. The two met in a cafe in an unnamed European country, where Vester provided Sherawat with a sample of the T-Abyss.

Sherry Birkin

Voiced by: Lisa Yamanaka (*RE2*), Laura Bailey (*The Darkside Chronicles*), Eden Riegel (*Operation Raccoon City*, *RE6*), Hisako Kanemoto (*Operation Raccoon City* (Japanese)), Maaya Sakamoto (*RE6* (Japanese))

Sherry Birkin (シェリー・バーキン *Sherī Bākin*) is the daughter of William and Annette Birkin. She first appears in *Resident Evil 2*, running away and hiding in Raccoon City during the outbreak. She manages to find Leon and Claire, who protect her while trying to escape the city. Sherry is a playable character in some parts of the game but she is completely unarmed and can only avoid the monsters. Her father has been transformed into a monstrous creature by the G-virus and infects his daughter, but Claire gives Sherry an anti-virus, which prevents her from mutating. Sherry assists Leon and Claire in boarding a secret underground train, and successfully escapes Raccoon City before it is destroyed. Sherry also appears in *Resident Evil: The Darkside Chronicles* in chapters that recapitulate the events of *Resident Evil 2*. She returns as an adult in *Resident Evil 6* as a government agent

escorting Jake Muller and seems to have acquired great healing abilities from the remnants of the G-virus in her body. During the course of the game, she helps Jake deal with the fact that Albert Wesker is his father. She also learns from Leon S. Kennedy that her superior, Derek C. Simmons, is the man responsible for the U.S. President's death. She and Jake subsequently ally with Leon, Chris Redfield and their partners in thwarting Carla Radames' plans. Sherry and Jake appear to have become closer during and after their life-threatening journey, developing a strong sense of trust over their similar life experiences. There's also hinted to be some sort of romance between the two.

Steve Burnside

Voiced by: Bill Houston (*Code Veronica*), Sam Riegel (*The Darkside Chronicles*)

Steve Burnside (ステイブ・バーンサイド *Sutību Bānsaido*) is Claire Redfield's partner in the game *Resident Evil Code: Veronica*. Steve was imprisoned in the Rockfort Island's facility alongside his father, a former Umbrella employee. He escapes from his cell during the viral outbreak. At first, Steve is hesitant to trust Claire and only cooperates with her reluctantly, but later becomes more open and attached to her after he is forced to kill his own father, who has become a zombie during the outbreak. Steve and Claire eventually end up in Umbrella's Antarctic Facility, where he is captured by Alexia and used as a test subject for the T-Veronica virus. Claire meets a chained Steve, who mutates into a monster and attacks Claire; in this form, he is nearly invulnerable to damage, and wields a giant, ceremonial axe. While running from Steve, Claire is attacked by one of Alexia's tentacles. Steve, seeing this, regains control of his mind and cuts the tentacle apart, freeing Claire. In retaliation, Alexia strikes him with one of the tentacles, inflicting a mortal wound. His failing body finally rejects the mutation, and he changes back. He dies in Claire's arms, just after professing his love to her. He was later taken by Albert Wesker due to the T-Veronica virus in his body, and also hinted that he might come back to life. In *The Darkside Chronicles* it is revealed that Wesker contacted the drug baron Javier Hidalgo and took a sample of T-Veronica from Steve's corpse in order to sell the virus for Hidalgo's ailing daughter, Manuela.

2.11.3 Appearances

P-Playable character (campaign/unlockable-mini campaign)
P*- Playable character (minigame/DLC)

2.11.4 Characters created for the film series

Main article: [List of Resident Evil film characters](#)

See also: [Resident Evil \(film series\)](#)

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2.11.7 External links

- Characters on the Resident Evil Wiki
- Creatures on the Resident Evil Wiki

2.12 Red Queen and White Queen

This **list of Resident Evil characters** includes major characters that were introduced in the *Resident Evil* series of live-action horror films. The characters are described, below, using in-universe tone.

2.12.1 Alice

Alice (portrayed by Milla Jovovich) is the protagonist of the *Resident Evil* film series. The plot of each film generally revolves around her struggle with the Umbrella Corporation. Alice also appears in the film's novelizations which go into greater detail of her backstory

In the first film, *Resident Evil*, Alice is depicted as suffering from amnesia, gradually realizing her abilities as a highly trained private security operative. In *Resident Evil: Apocalypse* and *Resident Evil: Extinction*, her character is represented as "a supremely efficient killing machine" *[1] and bio-weapon. Alice is an "iconic figure and is closely associated with the series," becoming more skilled and rugged throughout the series.*[2] Alice's superhuman abilities, as well as the use of various styles of martial arts and gunplay make her something of a superhero character.*[3] For example, in *Resident Evil: Apocalypse*, after her exposure to the T-virus, she displays psychic powers akin to those of Alexia Ashford. In *Extinction*, her powers are even more developed - she displays even greater control over her telekinesis (although she experiences blackouts and massive headaches if she pushes her powers too far). In *Resident Evil: Afterlife*, Alice's superhuman abilities have been taken away by **Albert Wesker**, who injected

her with a serum that disabled her T-virus cells; however, at the end of *Resident Evil: Retribution*, Wesker injects her with the T-Virus and restores her powers, saying that Alice and her powers are the last, best hope for humanity.

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Along with Alice, he is then taken to the hive where they are met by a horde of zombies. Matt and Alice are separated and Matt comes across his zombified sister. Al-

ice saves Matt's life, but he later becomes infected when they are attacked by a Licker. Rain and Kaplan are fatally wounded, and Matt begins to mutate. Alice is preparing to give him the anti-virus when the mansion door bursts open and a group of Umbrella scientists take Matt. He is then put into to the "Nemesis Program". In *Resident Evil: Apocalypse*, Matt has been transformed into the mutation "Nemesis T-Type", programed to eradicate all remaining STARS operatives. He tracks Alice down and they are forced to fight to the death. Alice realizes Nemesis is Matt and refuses to kill him. Nemesis joins forces with Alice and they defend themselves from a helicopter, sent by the Umbrella forces to kill them. However in the ensuing battle, Nemesis (Matt) is crushed under wreckage and presumed dead.

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K-Mart (played by Spencer Locke) is a young woman in **Claire Redfield**'s convoy. In *Resident Evil: Extinction*, K-Mart explains that she changed her name after Claire and the others had found her in a **Kmart** store. She states she did not like her name and decided to change it because all those she knew from before the outbreak were dead. In the novelisation of the film, Carlos reveals that her original name was Dahlia. K-Mart and Claire are close and Locke has said her character sees Claire as an older sister. K-Mart is close with Mikey, and even more so with Carlos; in the novelisation of the film and in a scene that was deleted from the film, it is stated she has a crush on him. K-Mart also bonds with Alice; she stays with Alice and gives her a bracelet when Alice passes out from using her powers to save the convoy. Locke has said that K-Mart "definitely look[s] up to Alice in this movie a lot." * [5] K-Mart survives through most of the film by hiding in the vehicles, although she does kill a few zombies. In a zombie attack, she is nearly killed by L.J. who has turned into a zombie himself, but Carlos saves her. At the end, she is one of the few who have survived long enough to depart in a helicopter headed for Alaska, piloted by Claire. In *Resident Evil: Afterlife*, K-Mart has been captured by the Umbrella Corporation to be experimented upon. She is rescued by Alice, Claire and **Chris Redfield**, but is at first too addled to do anything. She later aids Alice in battle, knocking out Bennett and tossing Alice her shotgun, allowing Alice to (temporarily) defeat Wesker with a shot to the head. She is later seen standing on deck with the other survivors when Umbrella commandos attack the ship. Her fate is left unknown.

2.12.5 Becky

Becky (played by Aryana Engineer) is a clone of a young deaf girl, residing in the "Suburban Raccoon City" environment of the Umbrella Prime facility. In *Resident Evil: Retribution*, she is first introduced as the deaf "daughter" of a clone of Alice and her "husband" Todd, a clone of

Carlos Olivera. During a “bio hazard” test, Becky lost her father, while her mother hid her; unknown to Becky, the Alice clone was killed by the zombified Todd. When the real Alice arrives with Ada Wong, Becky mistakes Alice for her mother; Alice decides to take Becky along despite Ada's objections. Mostly unknowing of the truth about her existence, Becky followed Alice and her comrades. When an Uber-Licker kidnapped her, Becky was rescued by Alice; however, they unfortunately had to escape through the clone storage room. Partly realising the truth, Becky asked Alice if she was her mother; Alice responded that she was now. They were rescued and taken with Ada, Leon, and Jill to Washington DC, where the last of humanity had established their base in the White House.

2.12.6 Red Queen

The Red Queen (played by Michaela Dicker, Megan Charpentier and Ave Merson-O'Brian) is a character of the *Resident Evil* film series. The Red Queen was created by the director Paul W. S. Anderson as an homage to *2001: A Space Odyssey*'s HAL 9000.* [6]

In *Resident Evil*, the Red Queen's holographic avatar was modeled after Angela Ashford, the daughter of Umbrella's head programmer Dr. Charles Ashford. She monitors the Hive, and the Spencer Mansion above. When the T-Virus was released, she sealed all of the exits and killed the Umbrella employees; she also released a gas that left Alice out cold with amnesia. When an Umbrella U.B.C.S. commando team is sent to investigate, she kills most of them with her defense systems. She warns against entering the Hive, but they shut her down. She is later forced to help the survivors find a way out, since her main circuit breakers were disabled to prevent rebooting. As the Anti-Virus has slimmer chance of working the longer one is infected, she demands Rain be killed; however, she is then shut down by Kaplan.

The Red Queen makes a reappearance in *Resident Evil: Retribution*, portrayed by child actress Megan Charpentier with another actress, Ave Merson-O'Brian, providing her voice. After the Raccoon City incident, she was reactivated and placed in control over Umbrella Prime, an underground laboratory in Kamchatka. By the time *Retribution* begins, she has assumed control over Umbrella itself and is waging war against the human race, including Wesker, using various bioweapons.

Although the character originated in the films, the Red Queen also appears in the 2007 game *Resident Evil: The Umbrella Chronicles*, voiced by Tara Platt.* [7] Her character appears as a database computer which provides information relating to the Arklay Incident and T-virus development. In the game's chapter “The Umbrella's End”, the T-A.L.O.S. (Tyrant Armored Lethal Organic System) is monitored and controlled by the Red Queen. In the game, the Red Queen AI is self-aware and can take

these measures based on its own judgment. At the end of the game, Wesker manages to procure all the data the Red Queen possessed for himself, and has it permanently erase itself and deactivate.* [8]

2.12.7 See also

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2.12.8 References

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- [8] Damien Waples, “Red Queen Notes,” *Resident Evil: The Umbrella Chronicles Prima Official Game Guide*(Roseville: Prima Games, 2007), 138.

2.13 Red Queen and White Queen

This list of *Resident Evil* characters includes major characters that were introduced in the *Resident Evil* series of live-action horror films. The characters are described, below, using in-universe tone.

2.13.1 Alice

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In the first film, *Resident Evil*, Alice is depicted as suffering from amnesia, gradually realizing her abilities as a highly trained private security operative. In *Resident Evil*:

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Chapter 3

Main series

3.1 Resident Evil (1996 video game)

“Resident Evil 1” redirects here. For the first live-action Resident Evil film, see *Resident Evil* (film).

Resident Evil, originally released in Japan as *Bio Hazard* (バイオハザード *Baiō Hazādo**[5]), is a survival horror video game developed and released by Capcom originally for the Sony PlayStation in 1996. It was later ported for the Sega Saturn and Microsoft Windows platforms, and re-released for the Nintendo DS and onto the Sony PlayStation Network.

The first installment in the *Resident Evil* series introduces series mainstays Chris Redfield and Jill Valentine as members of an elite task force known as S.T.A.R.S. At the start of the game, players select one of the two as they investigate the disappearance of their fellow team members on the outskirts of Raccoon City, and become trapped in an old mansion infested with zombies. As players explore the mysterious mansion, they uncover clues and solve puzzles, battling the various monsters along the way. Depending on the player's actions, the game ends with different outcomes.

Originally conceived as a remake of Capcom's earlier horror-themed game *Sweet Home*, development for the game was directed by Shinji Mikami, who took gameplay design cues from the 1992 game *Alone in the Dark*. *Resident Evil* establishes many conventions seen in later games of the series, such as the control scheme, the inventory system, as well as the iconic typewriter-based saving process.

Resident Evil was very well received critically and commercially, and has been credited with starting the modern survival horror genre. Its success spawned a multitude of sequels and spin-offs, starting with 1998's *Resident Evil 2*. A remake of the first game, simply titled *Resident Evil*, was released for the Nintendo GameCube in 2002, featuring new graphics, voice acting and many gameplay changes. A high definition version of the remake is currently in development for HD platforms to be released in 2015. A direct prequel, *Resident Evil Zero*, was also released in 2002 using the same game engine as the Game-

Cube remake. The events of the game were also revisited in *Resident Evil: The Umbrella Chronicles*.

3.1.1 Gameplay



A screenshot of a puzzle that has to be solved at the beginning of the game. The environmental graphics are pre-rendered, whereas the characters and the objects that can be interacted with are real-time polygonal models

The player's character is a member of the Special Tactics And Rescue Service (S.T.A.R.S.) Alpha Team law enforcement task force, who is trapped in a mansion populated by dangerous mutated creatures. The objective of the game is to uncover the mystery of the mansion and ultimately escape alive. The game's graphics consist of real-time 3D polygonal characters and objects, superimposed over pre-rendered backdrops with predetermined camera angles. The player controls the character by pushing the d-pad or analog stick left or right to rotate the character and then move the character forward or backwards by pushing the d-pad up or down.

To fulfill the game's objective, the player uncovers various documents that provide exposition about the game's narrative, as well as clues that help them solve various puzzles within the mansion. Key items are also available that give the player access to other items or new areas. The player can arm their character with weapons to defend themselves from enemies, although the ammunition available for each firearm is limited and the player must

learn to conserve the ammunition they have for situations where they will really need it. To restore the character's health, the player uses first-aid sprays or three types of healing herbs that can be mixed together in different combinations for different healing effects. The carrying capacity of the player is limited depending on the character and items that the player does not wish to carry at the moment can be stored into an item box to be retrieved for later use. To save their progress, the player must pick up an ink ribbon and use it on any of the typewriters scattered through key locations in the game. However, the supply of ink ribbons the player can acquire is limited much like the player's ammo and healing supplies.

Players will encounter various infected creatures as flesh-eating zombies, zombie dogs, giant spiders, and two types of B.O.W. (Bio Organic Weapon), respectively named the "Hunter" and "Chimera." The game's final boss is a new type of biological weapon, code-named "Tyrant".

3.1.2 Plot

Setting

A series of bizarre murders have occurred on the outskirts of Raccoon City, with signs of cannibalism on the victims' remains. The Raccoon Police Department's Special Tactics And Rescue Service (S.T.A.R.S.) are assigned to investigate the murders. S.T.A.R.S. is divided into two teams: Alpha and Bravo. Bravo Team is sent first, but after contact with them is lost, Alpha Team is sent to investigate their disappearance.

Characters

Players can choose between the two Alpha Team members Chris Redfield or Jill Valentine, each with their own unique differential abilities. Jill has more firepower and possesses a lock-pick that enables her to access areas and items easily, as well as an inventory large enough to hold up to eight items, while Chris has limited firepower but is more durable in terms of taking damage from enemies, and a smaller inventory that can hold only six items.

The game's supporting characters include Barry Burton, Alpha team's weapons expert who provides Jill with additional firepower; Rebecca Chambers, a surviving member of Bravo team who supports Chris with her medical expertise; Albert Wesker, the captain of STARS and leader of Alpha team; and Brad Vickers, the helicopter pilot who sends transmissions to them as he tries to find them in the helicopter.

Minor characters include Joseph Frost, the sixth member of Alpha team whose sudden death sets the story into motion, Enrico Marini, the leader of Bravo team who gives the player the game's most critical plot twist, Richard Aiken, who gives the player a radio used to receive Brad's transmissions, Kenneth Sullivan, a member

of Bravo team killed just after Alpha team arrives, and Forest Speyer, whose corpse is found on the balcony by the player.

Story

The game begins on July 24, 1998 (directly after the events of the prequel game *Resident Evil Zero*). Alpha team locates Bravo Team's helicopter, but there are no signs of survivors; only a severed hand is found. While searching the area for further clues, Alpha Team is attacked by ferocious dogs, one of which kills one of the team's members, Joseph Frost. Alpha's helicopter pilot, Brad, panics and takes off alone. Pursued by the dogs who killed their colleague, Alpha Team is forced to seek refuge within a nearby mansion, which is believed to be abandoned.

With the dogs roaming outside, the four remaining Alpha Team members (Wesker, Chris, Jill and Barry) are trapped within. Depending on which character is the player, one of the members of Alpha Team is separated from the others during the chase and does not make it to the mansion (Barry if Chris, Chris if Jill). A gunshot rings out, and the player character moves to investigate. At this point, the player takes control of the character and begins to explore the mansion. One of the first discoveries is a member of Bravo Team, Kenneth J. Sullivan, being eaten by a zombie. While searching the mansion, the character finds the other members of Bravo Team, such as Richard Aiken, dying of poison, who gives the character his radio before dying; Forest Speyer, found dead on the balcony; and Enrico Marini, who reveals that one member of the team is a traitor before being shot and killed by an unseen attacker.

The character eventually finds the mansion to be riddled with puzzles, traps, and horrors. Scattered documents suggest that a series of illegal experiments were being undertaken on the property by a clandestine research team, under the authority and supervision of the biomedical company Umbrella Corporation. The creatures roaming the mansion and surrounding region are the results of these experiments, which have exposed the mansion's personnel and various animals and insects to a highly contagious and mutagenic biological agent known as the T-virus.

After navigating a series of underground tunnels, passageways and buildings, the player discovers a secret underground laboratory containing the Umbrella Corporation's experiments, including the Tyrant. In the lab, the player learns that Wesker is a double agent working for Umbrella. Wesker is supposedly killed after that by one of the creations. The player finds the other playable character in a cell, put there by Wesker, and manages to get him/her out by activating the self-destruct system. Chris, Jill and the helper character (Rebecca if Chris, Barry if Jill) head for the heliport, but the other two are separated

from the player due to more creatures. The player gets up to the heliport and manages to contact Brad and meet the other two survivors there, but they are attacked by the Tyrant, a giant humanoid monster created through prolonged exposure to the T-virus. After the Tyrant is defeated, Chris, Jill and Barry/Rebecca manage to escape the premises in the team helicopter, just as the entire facility is destroyed by explosives through the self-destruct system activated earlier. If the player fails to save both members of his or her team (Jill not saving Chris and Barry dying) or (Chris not saving Jill and Rebecca dying) then the helipad battle will not occur and the game will end upon the player reaching the helicopter.

Endings

Resident Evil and its remake are among the few entries in the franchise to feature **multiple endings**, with the difference being how many people the player character saves. There is no possible way in either game to save all four characters, as Barry is presumed dead in Chris' scenario and Rebecca never meets Jill in hers; however, it is confirmed that both of them survived, as Barry is shown in the epilogue of *Resident Evil 3*, while in the Nintendo 64 version of *Resident Evil 2* the player may come find a report about **Billy Coen's** supposed death that Rebecca filed upon returning to Raccoon City.

- The best endings have the chosen player character, Chris or Jill, save both their partner (Barry if played with Jill, Rebecca if played with Chris) and the other player character, who is imprisoned in a basement cell for most of the game, and destroy the mansion.
- The second endings have the chosen player only save their partner and destroy the mansion.
- The third ending has the chosen player only save the other player character, and the mansion remains intact.
- The worst endings have only the chosen player survive, and the mansion remains intact.

3.1.3 Development

Production

Resident Evil was created by a team of staff members who would later become part of Capcom Production Studio 4.* [6] The inspiration for *Resident Evil* was the earlier Capcom horror game *Sweet Home*. Shinji Mikami was initially commissioned to make a game set in a haunted mansion like *Sweet Home*,* [7] which *Resident Evil* was originally intended to be a remake of.* [8] Several of the Resident Evil mansion's pre-rendered backdrops were inspired by The Overlook Hotel, the setting for 1980 horror film, *The Shining*.* [9] The game was initially con-

ceived as a **first-person shooter**, but soon the gameplay system inspired by *Alone in the Dark* was adopted instead. Mikami said the original first-person view concept "technically...wasn't good enough." * [10]

In pre-production, other characters were conceived. Dewey, an African-American man, was intended to perform a comic relief role, while Gelzer, a big cyborg, was a typical "strongman" character. Both were later replaced by Rebecca and Barry, respectively. At this stage of development, a local co-op mode was present, along with different outfits. A prototype made for the 1995 V-Jump Festival presentation in Japan featured real-time weapon changes, with the co-op mode already removed and rudimentary character models and textures. An early 1996 preview in *Maximum Console* magazine featured a graveyard and a slightly different version of the final boss.* [11]

All Japanese releases contain English voice acting with Japanese captions and text. However, Japanese voice performances were also recorded but were left unused,* [12] as Mikami found the quality of the performances inadequate.* [13] The original Japanese PlayStation version also features a vocal ending theme performed by Fumitaka Fuchigami that is not in any other versions of the game.

English localization



A scene from the uncut intro sequence, showing Chris smoking a cigarette

Bio Hazard would be renamed for the North America and Europe markets after Chris Kramer, Director of Communications at Capcom, pointed out that it would be impossible to trademark "Biohazard" in the United States. Among others, the 1992 video game *Bio-Hazard Battle* and the New York alternative metal band Biohazard were already using the name. Capcom therefore decided to run an internal company contest to find a new name. The name *Resident Evil* was settled upon since the game takes place in a mansion.* [14] Interviewed by GamesRadar, Chris Kramer thought the name "was super-cheesy; [I] can't remember what I felt was a better alternative, prob-

ably something stupid about zombies – but the rest of the marketing crew loved it and were ultimately able to convince Capcom Japan and Mikami-san that the name fit.”^{*[14]}

The original PlayStation version of *Resident Evil* went through several considerable changes between its original Japanese release and its international counterparts. The North American and European versions of the intro were heavily cut from the one featured in the Japanese releases. Shots of mangled corpses, a “Cerberus” zombie dog being shot, and Joseph’s death were edited out, as well as scenes featuring the character Chris Redfield smoking a cigarette. Despite these tweaks, the game was ultimately released on the PlayStation as one of the first games to receive the mature rating from the Entertainment Software Rating Board.^{*[15]}

In the game itself, the auto-aiming function was disabled and the numbers of ink ribbons found by the player were reduced. Capcom also planned to eliminate the “fourth dimensional” item boxes for the North American version (meaning that any item the player stored in one item box could not be retrieved in another), but they were restored for the released version of the game in North America.^{*[7]} This particular game mechanic would resurface in its remake.

Biohazard Dash

In 1995,^{*[16]} general manager of CAPCOM Planning Room 3, Yoshiki Okamoto, fielded an idea for another game known as *Biohazard Dash*, set three years after the events of the first game and centered in and around the destroyed Spencer Mansion (the setting of the original), featuring two new characters who would be fighting against plant-like creatures. However, this idea was soon scrapped in favor of *Biohazard 2*, a full-blown sequel set in Raccoon City. The reason was that it would have taken too long to develop, which would have pushed back the planned release date of the sequel. As such, the idea was abandoned.^{*[17]}

3.1.4 Release

Director’s Cut

An updated version of *Resident Evil* for the PlayStation, titled *Resident Evil: Director’s Cut*, was released in September 1997, a year and a half after the original game’s release. *Director’s Cut* was produced to compensate for the highly publicized delay of the sequel, *Resident Evil 2*, and was originally bundled with a playable pre-release demo of that game. The Japanese version of the demo disc also included a pre-release demo of *Rockman Neo*, the Japanese pre-release demo for *Mega Man Legends*, and a preview trailer for *Breath of Fire III*.

The main addition to *Director’s Cut* is an “arranged” version of the game that changes the location of nearly every vital item in the mansion, as well as the enemy placement. The main characters, as well as Rebecca, are given a new wardrobe and the player’s handgun is replaced by an improved model where any shot fired has a random chance of decapitating a zombie, killing it instantly. The original version of the game is included as well, along with a new “beginner” mode where the enemies are easier to kill and the amount of ammunition that can be found by the player is doubled. Additionally, the auto-aim function was restored in all modes, though it is not noted in the in-game controls so the player must accidentally stumble upon it.

The North American and European releases of the *Director’s Cut* were marketed as featuring the original, uncensored footage from the Japanese releases. However, the full motion video (FMV) sequences were still censored, and Capcom claimed the omission was the result of a localization mistake made by the developers. The uncensored intro was later offered as a free download from their website. The French and German PAL versions of *Director’s Cut* do feature the uncensored intro FMV in color, however the French and German PAL version lacked the uncensored Kenneth death scene despite having the uncensored introduction FMVs in color. Although the PC version of *Resident Evil* was not billed as the director’s cut version of the game, it is the only version of *Resident Evil* that has all of the uncensored FMVs, which includes the uncensored introduction, Kenneth’s death scene in its entirety, and ending as well.

Dual Shock Ver.

A second release of *Director’s Cut*, known as the *Dual Shock Ver.*, was released in August 1998. The *Dual Shock Ver.* featured support for the DualShock controller’s analog controls and vibration functions, as well as a new symphonic soundtrack, replacing the original soundtrack by Makoto Tomozawa, Koichi Hiroki, and Masami Ueda. The game’s symphonic music is credited in-game to composer Mamoru Samuragochi.^{*[18]} However, he admitted years later to hiring Takashi Niigaki to ghostwrite the music for the game, for which Samuragochi took full credit.^{*[19]} The Japanese *Dual Shock Ver.* came packaged with a bonus disc that contained downloadable save data and footage of the original Japanese-language version of the opening and ending cutscenes, along with brief gameplay footage of the canceled original version of *Resident Evil 2*.

In the USA, *Resident Evil: Director’s Cut Dual Shock Ver.* was later released for the PlayStation 3 and PlayStation Portable as a downloadable game available from the PlayStation Network.^{*[20]} although the game is advertised with the original *Director’s Cut* box art. In Japan and Europe, the original *Director’s Cut* was instead made available from the PlayStation Network.

Sega Saturn version

The Sega Saturn version added an unlockable Battle Game minigame in which the player must traverse through a series of rooms from the main game and eliminate all enemies within them with the weapons selected by the player. This minigame features two exclusive enemies not in the main game: a zombie version of Wesker and a gold-colored Tyrant. The player's performance is graded at the end of the minigame. The Japanese version is the most gore-laden of all the platforms; after decapitating a crawling zombie with a kick, the head remains on the floor, and Plant 42 can cut the character before the game over screen. The Saturn version also features exclusive enemy monsters, such as a re-skinned breed of Hunters known as Ticks and a second Tyrant prior to the game's final battle. Exclusive outfits for Jill and Chris were added as well.

Windows version

The Windows version featured the uncensored footage from the Japanese version, but the opening intro is in full color rather than black and white. Support for 3D accelerators was added as well, allowing for much sharper graphics. Two new unlockable weapons were added, a MAC-10 for Jill and an FN Minimi for Chris. New unlockable outfits for Chris and Jill were added as well.

Unreleased Game Boy Color version

A Game Boy Color version of the game, developed by the Software House HotGen, was supposed to be released in 1999, till Capcom decided to cancel this project citing that the port was poor quality due to the Game Boy's limited hardware.* [21] This version contains every room, cutscene, and almost all the items there were present in the original PlayStation version.* [22]

In January 2012, an anonymous individual claimed to have an EPROM cartridge of the GBC version and requested \$2,000 before he was willing to leak the playable ROM.* [23] The goal was met in February and the ROM files containing an unfinished build of the game were subsequently leaked.* [24]

GameCube remake

Main article: Resident Evil (2002 video game)

In 2002, the game was remade and released for the GameCube under the same name as its original Western and Japanese releases. This was part of an exclusivity agreement between Capcom and Nintendo that spanned three new games. The title includes a variety of new gameplay elements, environments, and story details, as well as improved visuals.* [25] The game was also later



The same room with the puzzle as it appears in the remake with enhanced environment and character graphics. In this scene, Chris attacks a zombie with a dagger, one of defense items

ported to Wii in 2008. In August 2014, Capcom announced it would produce a remastered version of the remake, featuring high definition graphics, to be released on PlayStation 3, PlayStation 4, Xbox 360, Xbox One, and PC on January 20, 2015.* [26] The game will be released digitally, with a limited edition PlayStation 3 version to be released at retail in Japan.* [27]

Deadly Silence

A Nintendo DS port titled **Resident Evil: Deadly Silence**, released in Japan as *Biohazard: Deadly Silence* (バイオハザード デッドリーサイレンス *Baiohazādo Dedori Sairensu*) was made to commemorate the tenth anniversary of the series. *Deadly Silence* includes a “Classic Mode”, the original game with minimal enhancements and touch-screen support, and a “Rebirth Mode”, containing a greater number of enemies and a series of new puzzles that make use of the platform's specifications.

The game makes use of the dual screen display with the top screen used to display the map, along with the player's remaining ammunition and health (determined by the color of the background); while the bottom screen displays the main action, and can be switched to show the player's inventory. The DS version also includes updated play mechanics: the 180-degree turn introduced in *Resident Evil 3: Nemesis*, along with the knife button and tactical reload from *Resident Evil 4*. The updated controls are applicable to both Classic and Rebirth modes. Dialog and loading screens can now be skipped. The live-action footage was still censored, even in the game's Japanese release; however, the scene showing Kenneth's decapitated head was kept.

In “Rebirth”, new puzzles are added that use the system's touch-screen. “Knife Battle” sequences, viewed from a first-person perspective, are also added, in which the player must fend off incoming enemies by swinging the knife via the stylus. One particular puzzle requires the

player to resuscitate an injured comrade by blowing into the built-in microphone. The player can also shake off enemies by using the touch screen, performing a melee attack.

The game also includes wireless LAN support for up to four players with two different multiplayer game modes. The first is a cooperative mode in which each player must help each other solve puzzles and escape the mansion together. The other is a competitive mode in which the objective is to get the highest score out of all the players by destroying the most monsters, with the tougher monsters being worth more points. There are three playable multiplayer stages and nine playable characters.

3.1.5 Reception

The original PlayStation version *Resident Evil* was critically acclaimed receiving a very high averaged review rating of 91/100 at Metacritic.*[42] Among of those who praised the game was GameSpot, describing it as “one of those rare games that’s almost as entertaining to watch as it is to play.”*[32] Computer Gaming World gave a more mixed review for the Windows version in explaining that they “tried to hate it with its graphic violence, rampant sexism, poor voice acting and use of every horror cliché, however...it’s actually fun.”*[43]

The PlayStation game became a best seller in North America. In total, according to Capcom's Investor Relations website, the original *Resident Evil* has sold over 5.05 million units. The Director's Cut version, including the Dual Shock edition, sold an additional 3.94 million copies.*[44] It was also a bestseller in the UK.*[45] In February 1997, it was the best-selling PlayStation game up until then.*[46] The PlayStation and GameCube versions of the game have sold 11 million units in total as of 2013.*[44]

Resident Evil was one of the first games to be dubbed a “survival horror”. It was ranked as the 91st top game of all time by *Next Generation* in 1996, for having “successfully redefine[d] the genre which started with Infogrames’ *Alone in the Dark*. ”*[47] Accordingly, *Game Informer* referred to the original *Resident Evil* as “one of the most important games of all-time” in 2007.*[48] In 2012, *Time* named it one of the 100 greatest video games of all time.*[49] That same year, the game ranked as one of G4tv’s top video games of all time for how it has “launched one of the most successful series in gaming history and provided one of its most memorable scares.”*[50]

In 2004, readers of *Retro Gamer* voted *Resident Evil* as the 37th top retro game, with the staff calling it “one of the finest horror-themed games ever” and adding that “full of shocks, surprises and perfectly poor B-movie dialogue, *Resident Evil* is the gaming equivalent of *Night of the Living Dead*. ”*[51] It entered the *Guinness World Records Gamer's Edition* 2008 for the “Worst Game Dialogue

Ever.”*[52]

3.1.6 Novelization

Resident Evil: The Umbrella Conspiracy is a 1998 novelization of the game, was written by S. D. Perry as the first book in her series of *Resident Evil* novels. The novel combines Jill's and Chris scenarios into one narrative and features all five of the main characters (including Barry, Rebecca and Wesker).

The book also takes liberty with some of the original source materials; the most notable difference being the inclusion of an original character named Trent, an insider from Umbrella Corporation who provides Jill with information about the Spencer Mansion prior to the events of the mansion incident. Since the book was written a few years before the Nintendo GameCube remake, the novelization lacks the presence of Lisa Trevor in the mansion. However, the book does allude to the original version of George Trevor's journal from *The True Story Behind Bio Hazard*, as well as the short story it contained, “Bio Hazard: The Beginning”, which involved the disappearance of Chris Redfield's friend, Billy Rabbitson. Another notable difference in the novels is moving the location of Raccoon City from the Midwest to Pennsylvania, apparently about an hour's drive from New York. Overall, despite having been written before the retcon introduced in the *Resident Evil* remake and *Resident Evil Zero*, the book still maintains overall similarity to what the story warped into in the early 2000s.

3.1.7 Legacy

Main article: *Resident Evil*

The game's success resulted in a media franchise that has since branched out into comic books, novels and novelizations, sound dramas, a non-canonical series of live-action films and animated sequels to the games, and a variety of associated merchandise, such as action figures.*[53] The video game series has become one of Capcom's biggest franchises ever. The events of the game were also revisited in *Resident Evil: The Umbrella Chronicles*, originally released for the Wii in 2007.

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3.1.9 External links

Media related to Resident Evil at Wikimedia Commons

- *Resident Evil* at MobyGames

3.2 Resident Evil 2

For the second live-action Resident Evil film, see *Resident Evil: Apocalypse*. For the software library implementing regular expressions, see *Re2*.

Resident Evil 2, known in Japan as *Biohazard 2* (Japanese: バイオハザード 2 Hepburn: *Baiohazādo Tsū*), is a 1998 survival horror video game originally released for the PlayStation. Developed by Capcom as the second installment in the *Resident Evil* series, its story takes place two months after the events of the first game, *Resident Evil*. It is set in Raccoon City, an American community whose residents have been transformed into zombies by the T-virus, a biological weapon developed by the pharmaceutical company Umbrella. In their escape from the city, the two protagonists, Leon S. Kennedy and Claire Redfield, encounter other survivors, and are confronted by William Birkin, the mutated creator of the even more powerful G-virus.

The gameplay of *Resident Evil 2* focuses on exploration, puzzle solving and combat, and features typical survival

horror elements such as limited saves and ammunition. The game's main difference from its predecessor is the “Zapping System”, which provides each player character with unique storylines and obstacles. Developed by a team of 40–50 people over the course of one year and nine months, *Resident Evil 2* was directed by Hideki Kamiya and produced by Shinji Mikami. The initial version of the game, commonly referred to as *Resident Evil 1.5*, differed drastically from the released product and was scrapped at a development stage of 60–80 percent, after being deemed “dull and boring” by the producer. The resulting redesign introduced different settings and a more cinematic story presentation, supported by a soundtrack that employs “desperation” as an underlying theme. *Resident Evil 2* was well received by critics, who praised its atmosphere, setting, graphics and audio. Its controls, voice acting and inventory system were criticized, however, and certain reviewers disliked its puzzles. The game has become a million-seller, and is the franchise's most successful title on a single platform. Years after its first release, *Resident Evil 2* was included in several lists of the 100 best games. Following its initial success on the PlayStation, it was ported to Microsoft Windows, the Nintendo 64, Dreamcast and GameCube, and was released as a modified 2.5D version for the Game.com handheld. The story of *Resident Evil 2* was retold and built upon in several later games, and has been adapted into a variety of licensed works.

3.2.1 Gameplay



A screenshot showing protagonist Leon in battle with zombies at a police department. The character and item models are the only moving elements of the graphics. The backgrounds are pre-rendered still images, which allows for a higher level of graphical detail.* [2]

As a survival horror title, *Resident Evil 2* features the same basic gameplay mechanics as its predecessor, *Resident Evil*. The player explores a fictional city while solving puzzles and fighting monsters.* [3] The game's two protagonists may be equipped with firearms, but limited ammunition adds a tactical element to weapon use.* [3]* [4]

On the status screen, the player can check the condition of the protagonists, use medicine to heal their wounds, and assign weapons.*[5]*[6] The characters' current health can also be determined by their posture and movement speed. For example, a character will hold their stomach in pain if wounded, and will limp slowly if on the verge of death.*[3] The protagonists may carry a limited number of items, and must store others in boxes placed throughout the game world, where they may later be retrieved.*[3]*[7] Each protagonist is joined by a support partner during the course of the story. These characters accompany the player in certain scenes, and occasionally become playable.*[2]*[8] Certain rooms contain typewriters that the player may use to save the game. However, each save expends one of a limited number of ink ribbons, which the player must collect in the game world.*[9]*[10] The graphics of *Resident Evil 2* are composed of real-time generated – and thus movable – polygonal character and item models, superimposed over pre-rendered backgrounds that are viewed from fixed camera angles.*[3]*[11]

The main addition over the preceding game is the “Zapping System”, *[12] by which each of the two playable characters is confronted with different puzzles and storylines in their respective scenarios.*[3] After finishing the “A” scenario with one protagonist, a “B” scenario, in which the events are depicted from the other character's perspective, is unlocked.*[3]*[13] The player has the option of starting the “A” scenario with either of the two protagonists, resulting in a total of four different scenarios.*[14] Actions taken during the first playthrough affect the second. For example, the availability of certain items may be altered.*[3] After each game, the player receives a ranking based on the total time taken to complete the scenario, and on the number of saves and special healing items used.*[15] Depending on the player's accomplishments, bonus weapons and costumes may be unlocked as a reward.*[13] The game contains three stand-alone minigames: “The 4th Survivor”, “The To-fu Survivor” and “Extreme Battle”.*[16] These feature an extended cast of characters, and provide goals such as surviving with no items to pick up.*[16]*[17]

3.2.2 Storyline

The game is set two months after the events of the first *Resident Evil*,*[18] in the Midwestern American mountain community of Raccoon City.*[19] Nearly all of its citizens have been transformed into zombies by an outbreak of the T-virus, a new type of biological weapon secretly developed by the pharmaceutical company Umbrella.*[20]*[21] The game's two protagonists are Leon S. Kennedy, a rookie police officer on his first day in the local force, and Claire Redfield, a college student looking for her brother Chris. Having just arrived in the city, Leon and Claire make their way to the Raccoon Police Department, seeking protection from the mutated

population.*[20] There, they discover that most of the police officers have been killed already,*[22] and that Chris has left town to investigate the Umbrella headquarters in Europe.*[23] With no remaining motivation to stay, the two protagonists split up to look for other survivors and flee the city.*[24]*[25] While searching for an escape route, Claire meets a little girl named Sherry, who is on the run from an unknown creature, and Leon encounters Ada Wong, who claims to be looking for her boyfriend John, an Umbrella researcher.*[24]*[26]

It is revealed that Leon's superior officer, Raccoon City police chief Brian Irons, had been bribed by Umbrella to hide evidence of the company's experiments in the outskirts of the city. He also concealed their development of the new G-virus, an agent capable of mutating a human into the ultimate bioweapon.*[24]*[27] Irons tries to murder Claire, but is killed by a G-virus mutant in the police department. Thereupon, Claire and Sherry escape through the sewers and become separated. After splitting up with Leon, Ada comes upon Sherry, and picks up a golden pendant the girl loses while running away. Further into the sewers, Ada reluctantly teams up with Leon again, after he insists on his duty to protect her. They encounter a middle-aged woman who fires at Ada, but Leon dives between them and takes a bullet himself. Ada ignores the unconscious Leon and follows the woman, who reveals herself to be Sherry's mother Annette and the wife of William Birkin, the Umbrella scientist who created the G-virus. In an attempt to protect his life's work from special agents sent by the Umbrella headquarters, he injected himself with the virus, which turned him into the malformed creature that is now chasing Sherry.*[24] Annette recognizes her daughter's pendant and attempts to take it from Ada. A fight ensues, during which Annette is thrown over a railing.*[28] Ada learns that the golden locket contains a sample of the G-virus, and later – taken over by her emotions – returns to Leon, tending to his bullet wound.*[20]*[24]

Meanwhile, Claire is reunited with Sherry, and discovers that the mutated Birkin has implanted his daughter with an embryo to produce offspring. Leon, Ada, Claire and Sherry advance through an abandoned factory connected to Umbrella's secret underground research facility. An attack by Birkin leaves Ada heavily wounded, and Leon explores the laboratory to find something to treat her wounds.*[24] He is interrupted by a psychotic Annette, who explains to him that Ada's relationship with John was only a means of getting information about Umbrella: Ada is a spy sent to steal the G-virus for an unknown organization.*[24]*[29] Just as Annette is about to shoot Leon, a Tyrant monster appears and she is forced to retreat. Ada returns to save Leon, and defeats the Tyrant seemingly at the cost of her own life. She confesses her love to Leon, who leaves behind her motionless body. Meanwhile, Annette tries to escape with another sample of the G-virus, but is fatally wounded by her mutated husband. However, before she dies, she tells Claire how to create a vaccine

that will stop the mutations caused by the embryo within Sherry. After preparing the cure, Leon and Claire reunite at an emergency escape train, and inject Sherry with the vaccine, which saves her life. Birkin – now mutated into a large agglomeration of flesh and teeth – follows them, but is destroyed when a self-destruct system causes the train to explode.*[24] After escaping from the city with Sherry, Leon intends to take down Umbrella, while Claire continues to search for her brother.*[24]*[30] Ada is implied to have survived and to have made away with the G-virus in the pendant.*[24]*[31] The minigame “The 4th Survivor” depicts the successful G-virus retrieval mission of Hunk, one of the special agents sent by Umbrella.*[31] “The To-fu Survivor” and “Extreme Battle” are stand-alone missions that are unconnected to the plot of the game.*[16]*[32] The ending is slightly altered, in which the survivors of S.T.A.R.S. Exeter, characters featured in Caliban Cove (including Rebecca Chambers, pick up Leon, Claire, and Sherry, as opposed to the “walk into the sunrise” ending featured in the game.

3.2.3 Character

- Claire Redfield
- Leon S. Kennedy
- Sherry Birkin
- Ada Wong
- William Birkin
- Annette Birkin
- Marvin
- Ben
- HUNK
- Carlos Oliveira
- Jill Valentine (Archived footage)
- Rebecca Chambers (Cameo appearances)
- Chris Redfield (Archived footage)

3.2.4 Development

Resident Evil 1.5

Development of *Resident Evil 2* began one month after the completion of its predecessor in early 1996.*[33] The first footage of the game was shown at the V Jump Festival '96 in July.*[34] This early build, later dubbed “*Resident Evil 1.5*” (“*Biohazard 1.5*” in Japan) by producer Shinji Mikami, differed drastically from the released version in its scenario, presentation and gameplay mechanics.*[35]*[36] Its plot followed the same basic



In *Resident Evil 1.5*, players could control a female protagonist called Elza Walker. The zombies in this early version were less detailed, and the interior of the police station had a more modern design.

outline as that of *Resident Evil 2*, and featured a zombie outbreak in Raccoon City two months after the events of the first game. In this version of the story, however, Umbrella had already been closed down as a consequence of their illegal experiments.*[37] The development team sought to retain the level of fear from the original game, and thus introduced to the narrative two new characters who lacked experience with terrifying situations: Leon S. Kennedy, largely identical to his persona in the final build, and Elza Walker, a college student and motorcycle racer vacationing in Raccoon City, her hometown.*[36]*[37]*[38]*[39] Unlike the final version, the story paths of Leon and Elza did not cross, and each playable character had two support partners instead of just one.*[38] Leon received help from fellow police officer Marvin Branagh and a researcher named Linda – an early version of Ada – while Elza was aided by Sherry Birkin and a man named John, who appeared in *Resident Evil 2* as gun shop owner Robert Kendo.*[38]*[40]

Real-world influences had an impact on several character designs by artists Isao Ohishi and Ryoji Shimogama. For example, Ohishi based Leon on his bloodhound, and Annette Birkin was modeled after actress Jodie Foster.*[40] The police department in which *Resident Evil 1.5* began had a more modern and realistic design, and was smaller than the final building seen in *Resident Evil 2*.*[37]*[38] There were more encounters with surviving policemen, such as a superior officer of Leon called Roy.*[38]*[40] The number of polygons used for enemy models was far lower than in the released version.*[35] This allowed many zombies to appear on the screen, a method of invoking fear in the player that recurred throughout *Resident Evil 1.5*.*[35]*[36] Furthermore, the game employed dynamic music, and frequently applied alterations to the pre-rendered backgrounds in response to events during the gameplay.*[37] The playable characters could be equipped with gear, such as protective clothes that enhanced their defense

and enabled them to carry more items.*[41]*[42] The characters' polygonal models were altered by costume changes and by damage received from enemies.*[41]

Final version

The development was carried out by a 40- to 50-person group that would later be part of Capcom Production Studio 4.*[35]*[43] Director Hideki Kamiya led the team, which was composed of newer Capcom employees and over half of the staff from the original *Resident Evil*.*[33]*[35]*[36] In the initial stages of development, producer Mikami often had creative disagreements with Kamiya, and tried to influence the team with his own direction. He eventually stepped back to an overseeing role as producer, and only demanded to be shown the current build once a month.*[44] Believing the game's assets to be good individually, but not yet satisfactory as a whole, Mikami expected that everything would coalesce in the three months leading up to the projected May 1997 release date.*[39]*[44] Shortly thereafter, however, *Resident Evil 1.5* was scrapped at a development stage of 60–80 percent.*[33]*[35]*[38]*[45] Mikami later explained that the game would not have reached the desired quality in the aforementioned period, and especially frowned upon the gameplay and locations for being “dull and boring”.*[33]*[35]*[44]



Producer Shinji Mikami backed down from his hands-on role in development after creative disagreements with the director.

The story of *Resident Evil 1.5*, with which Mikami

planned to end the series, was criticized by supervisor Yoshiki Okamoto, who found it to be too conclusive to allow for future installments. Instead, Okamoto proposed the creation of a fictional universe that would turn *Resident Evil* into a metaseries – similar to the *Gundam* and *James Bond* franchises – in which self-contained stories with common elements could be told.*[46] During a period in which the team made no progress rewriting the scenario, Okamoto was introduced to professional screenwriter Noboru Sugimura, who was enthusiastic about the first game's story.*[47] Sugimura was initially consulted on a trial basis, but Okamoto was impressed by the ease with which the writer came up with solutions to the problems that plagued the script, and soon asked him to compose the entire scenario for *Resident Evil 2*.*[35]*[47] One fundamental modification to the story was the reworking of Elza Walker into Claire Redfield, in order to introduce a connection to the plot of the first game.*[33] To fulfill Capcom's sales plan of two million copies, director Kamiya tried to attract new customers with a more ostentatious and Hollywood-like story presentation.*[48] As Okamoto did not want to simply enforce the new direction, he had Sugimura discuss the plot revisions with Mikami and the development staff.*[46] The planners redesigned the game from the ground up to fit the changes, and the programmers and other remaining members of the team were sent to work on *Resident Evil Director's Cut*, which was shipped with a playable preview disc of the new *Resident Evil 2* version in order to promote the sequel and to apologize to the players for its belated release.*[35]*[49]

Only a few assets from *Resident Evil 1.5* could be recycled, as the principal locations in the final build were made to look more extravagant and artistic, based on photographs taken of the interiors of Western-style buildings in Japanese cities.*[35] These environments were created with a software program called O2, and each background took two to three weeks to render. The maximum number of zombies displayed on the screen at one time was limited to seven, making it possible to use 450 polygons for the comparatively detailed models of Leon and Claire.*[33] The protagonists, instead of being given visible wounds, were made to limp slowly upon receiving heavy damage.*[35] Apart from the graphics, one of the most important new features was the “Zapping System”, which was partly inspired by *Back to the Future Part II*, a time travel-themed film sequel that offers a different perspective on the story of the original film. The voice-overs by the all-Canadian cast of *Resident Evil 2* were recorded before the actual cutscenes were completed, with each of the actors selected from a roster of ten people per role.*[50] Thereafter, the full-motion videos (FMVs) were created by filming stop motion animations of action figures, which were then rendered to completed pictures with computer graphics (CG) tools.*[32] Ada's movie model could not be finished in time. Thus, she is the only main character not to appear in a pre-rendered cutscene.*[50]

Several changes had to be made between the regional releases of *Resident Evil 2*. The North American version contains more violent “game over” screens, which were removed from the Japanese *Biohazard 2*. *Resident Evil 2* was also made more difficult than its Japanese equivalent to prevent rentals from affecting U.S. sales.*[32]*[33]*[51]

Music

See also: Discography of the Resident Evil video game series

The music for *Resident Evil 2* was composed by Masami Ueda, Shusaku Uchiyama and Shun Nishigaki.*[52]*[53] The compositions were meant to convey “desperation” as their underlying theme.*[33] In his role as lead composer, Ueda provided the motifs, while Uchiyama was responsible for the horror-themed music used for the investigation and movie scenes.*[54] The main theme of the score, a versatile three-note leitmotif, is utilized several times throughout the course of the story, being included in compositions such as “Prologue”, “Raccoon City” and “The Third Malformation of G”. Various musical styles, ranging from ambient horror music to industrial pieces, are used to represent the different environments of the game. For example, the streets of Raccoon City are emphasized with militaristic percussion-based music, while the police department features ominous piano underscores.*[55] Key events of the story are supported with orchestral and cinematic compositions – a move that was inspired by blockbuster films.*[54]*[55]

Two albums containing music from the game were released in January and August 1998, respectively.*[56]*[57] The first, *Biohazard 2 Original Soundtrack*, is the main release and includes most of the significant compositions.*[55] The second, *Biohazard 2 Complete Track*, largely encompasses less prevalent themes, but offers an orchestral medley and a second CD with sound effects and voice collections, as well as an interview with the sound staff.*[58] *Biohazard 2 Original Soundtrack* received an identical European CD titled *Resident Evil 2 Original Soundtrack*. In the North American album of the same name, the opening theme “The Beginning of Story” is split up into four individual tracks.*[55] Five orchestral arrangements of the game’s music were included on the *Bio Hazard Orchestra Album*, a recording of a live concert performed by the New Japan Philharmonic.*[59] Disc jockey Piston Nishizawa created electronic remixes for several of the compositions, which were later released as the album *Biohazard 2 Remix: Metamorphoses*.*[60]



A port of *Resident Evil 2* to the Dreamcast added support for the console's Visual Memory Unit, enabling the peripheral to display the current condition of the player character.

3.2.5 Releases and ports

After its initial release for the PlayStation in January 1998, *Resident Evil 2* was reissued and ported to other systems, often gaining new features in the process. The first re-release was the *Dual Shock Ver.*, which incorporated support for the vibration and analog control functions of the PlayStation's DualShock controller. Other additions include a new unlockable minigame called “Extreme Battle”, and a “Rookie” mode that enables the player to start the main story with a powerful weapon that features infinite ammunition. The Japanese release of the *Dual Shock Ver.* contained a “U.S.A. Version” mode based on the difficulty level of *Resident Evil 2*'s Western versions.*[61]

The *Dual Shock Ver.* served as the basis for the majority of ports, such as the Windows 9x-based PC-CD release, which was titled *Resident Evil 2 Platinum* in North America. Aside from retaining all previously added features, the PC version can be run in higher resolutions.*[62] A “Data Gallery” was added to the main menu, allowing the player to view movies, rough sketches, illustrations and 3D models.*[62]*[63] In February 2006, a Japan-exclusive, Windows XP-compatible PC-DVD re-release was published. Developed by Sourcenext, it included high-quality FMVs encoded at a resolution of 640x480 pixels.*[64]*[65] The Dreamcast version keeps the additions from the original PC release, and incorporates real-

time display of the character's condition on the Visual Memory Unit peripheral.*[66]*[67] The Japanese edition of the Dreamcast port was given the subtitle *Value Plus* and came with a playable demo of *Resident Evil Code: Veronica*.*[63] An unmodified port of the *Dual Shock Ver.* was released for the GameCube.*[68] The initial PlayStation version was re-released on the Japanese PlayStation Network in 2007, while the service's North American counterpart received the *Dual Shock Ver.* two years later.*[69]*[70]*[71]

The Nintendo 64 version of *Resident Evil 2* differs most from the other releases and marks the first and only game released for the console to have FMVs despite the limited storage space on the cartridge. Over the course of twelve months and with a budget of \$1 million,*[72] *Resident Evil 2* was ported to the console by a staff of about 20 employees from Capcom Production Studio 3, Angel Studios and Factor 5.*[1]*[73] This version offers features that were not included on any other system, such as alternate costumes, the ability to adjust the degree of violence and to change the blood color, a randomizer to place items differently during each playthrough, and a more responsive first-person control scheme.*[11]*[73]*[74] Additionally, the port features 16 new in-game documents known as the "Ex Files",*|[11]*[74] written by Tetsuro Oyama.*[52] Hidden throughout the four scenarios, they reveal new information about the series' lore and connect the story of *Resident Evil 2* to those of the other installments.*[11]*[74] The Nintendo 64 version adjusts its display resolution depending on the number of polygonal models currently on screen, and supports the console's Expansion Pak accessory for a maximum resolution of 640x480 during gameplay.*[75]*[76] Other visual enhancements include smoother character animations and sharper, perspective-corrected textures for the 3D models.*[75] The music of the Nintendo 64 version utilizes Dolby Surround, and was converted by Chris Hülsbeck, Rudolf Stember and Thomas Engel.*[73] The team re-worked the sound set from the ground up to provide each instrument with a higher sample rate than on the PlayStation, thus resulting in higher-quality music.*[77] Some features from the other enhanced ports based on the *Dual Shock Ver.* do not appear in the Nintendo 64 version, such as the "Extreme Battle" minigame.*[78]

A port of *Resident Evil 2* for the Sega Saturn was developed internally at Capcom for a time, but technical difficulties led to its cancellation in October 1998.*[79] Tiger Electronics released a sprite-based 2.5D version for their Game.com handheld in late 1998. It included only Leon's story path, and removed several of the original game's core features.*[80]*[81] In February 2013, an unfinished build of *Resident Evil 1.5* was leaked onto the Internet.*[82]

3.2.6 Reception

Sales

Promoted with a US\$5 million advertising campaign, *Resident Evil 2* became the fastest-selling video game in North America. On the weekend following its release, it sold 380,000 copies and grossed US\$19 million. It therefore surpassed the revenue of all but one Hollywood movie at that time and broke previous sales records set by the video games *Final Fantasy VII* and *Super Mario 64*.*[98] With 4.96 million copies sold, the PlayStation version of *Resident Evil 2* was a commercial success, and is the franchise's best-selling game on a single platform.*[99] Another 810,000 copies of the *Dual Shock Ver.* were shipped by March 1999.*[100]

Initial reviews

Resident Evil 2 received critical acclaim from critics. Its original PlayStation release holds average scores of 93 percent at GameRankings and 89 out of 100 points at Metacritic.*[83]*[88] The majority of reviews praised *Resident Evil 2* for its atmosphere, setting, graphics and audio, but criticized its controls, voice acting and certain gameplay elements.*[b]

IGN's Ricardo Sanchez thought that the game's atmosphere was "dead on", and claimed that "[the] graphics, sound effects, music and level design all work together to create a spooky, horror-filled world".*[97] Ryan Mac Donald of GameSpot shared the opinion, and found the game to be "like a product out of Hollywood". He believed that it was "more an interactive, cinematic experience than a video game".*[3] Writing for ComputerAndVideoGames.com, Paul Mallinson considered the game's atmosphere, story and film-like presentation its most outstanding features.*[101] Although he found its plot to be "far-fetched", he noted that it was ultimately "kept down to earth by clever scripting and gritty storytelling".*[101] GamePro staff writer Mike Weigand called the narrative "engrossing and dramatic", and the dialogue "well-written" and "spell-binding".*[2] Sanchez, GameSpy's Brian Davis and Eurogamer.net's Martin Taylor praised the "Zapping System" for adding to the story and increasing the replay value.*[97]*[102]*[103] Mac Donald thought that the idea of actions in the first scenario affecting the second was "cool in concept", but underutilized in the game.*[3]

Resident Evil 2 was also praised for its graphics, which many critics felt were a substantial improvement upon those of the first installment.*[2]*[3]*[97] Sanchez and Weigand thought that the pre-rendered backgrounds were an impressive leap ahead of those in the original *Resident Evil*, thanks to their increased detail and interactivity.*[2]*[97] Mac Donald praised the model animations for having reached "true realism", and commended the game's use of body language as a means of seam-

lessly communicating the condition of the protagonists' health.* [3] Allgame's Shawn Sackenheim awarded its graphics the highest possible score, as he found the backgrounds to be "rendered to perfection", the cutscenes "a work of art" and the animation "fluid and eerie".*[92] The audio was well received by critics. Weigand cited it as an "excellent accompaniment to the visuals".*[2] Sanchez went as far as to say that *Resident Evil 2* "may have the best sound design yet for a console game".*[97] Sackenheim described the music and sound effects as "spot on perfect", and called the soundtrack "perfectly composed",*[92] while Mac Donald likened the game's use of audio to that of classic horror films.*[3]

A common point of criticism was the inventory system, which Sanchez called "a pain". He frowned upon the player's need to retrieve objects from item boxes,*[97] and Mac Donald criticized the system for being unrealistic, as the boxes are "[magically]" interconnected and all items take the same amount of space when being carried, regardless of their size.*[3] Furthermore, Mallinson and Mac Donald disapproved of certain puzzles, which they believed were out of place in a police station setting.*[3]*[101] Sanchez thought that the puzzles were paced better than in the first game, but also found them less interesting and too easy for experienced players.*[97] Sackenheim noted the game's brevity in his review, and remarked that the individual scenarios are not different enough to hold the interest of casual players until the end of the game.*[92] He found the controls to be "easy to pick up and play", while Sanchez thought that aiming weapons was difficult.*[92]*[97] Certain reviewers panned the voice acting, calling it "cheesy", "terrible" and "barbaric".*[c]

Later reviews

With the exception of the game's critically acclaimed Nintendo 64 port,*[85]*[89] most later releases of *Resident Evil 2* have received slightly lower scores than the PlayStation version.*[d] Weigand advised players who already owned *Resident Evil 2* to rent the *Dual Shock Ver.* for the "Extreme Battle" minigame, and recommended that newcomers buy the updated edition instead of the original release.*[96] The Windows port was praised for its additional content, but criticized for not allowing the player to save at will, and for lacking updated backgrounds to fit the higher in-game resolution.*[e] The Nintendo 64 version was widely commended for the technical achievement of fitting a two-disc game on a single 512-Mbit (64MB) cartridge. However, Taylor criticized the game for retaining scenes from the PlayStation version that were used to conceal loading times – a technical disadvantage of optical discs that cartridges do not share.*[f] A *GamePro* writer under the pseudonym "The Freshman" was impressed with the enhanced graphics of the Nintendo 64 port, but was disappointed by its heavily compressed CG FMVs.*[104] GameSpot's Joe Fielder

found the compression to be forgivable given the cartridge format, and noted that the new exclusive features made up for the lack of the "Extreme Battle" mode.*[78] IGN reviewer Matt Casamassina applauded the implementation of Dolby Surround support, and called the Nintendo 64 release the "best version of the game".*[11]

The clearer sound effects of the Dreamcast port were received well by Game Revolution's Shawn Sparks, who also remarked that the character models look slightly sharper.*[105] However, Steve Key of ComputerAndVideoGames.com disliked the Dreamcast release's low-resolution backgrounds, which he thought made the characters stand out too much from the environments, and thus lessened the game's atmosphere.*[106] GameSpot staff writer James Mielke did not believe that the Dreamcast port was "an essential purchase", but still called it a "great game" and, thanks to its low retail price, an attractive offer.*[66] The GameCube release was heavily criticized for its high price and dated graphics.*[g] However, "Four-Eyed Dragon" of *GamePro* noted that it offered the best in-game visuals of any version of the game.*[107] Davis and 1UP.com's Mark Mac Donald were disappointed by the port's lack of features that were included in the Nintendo 64 release.*[102]*[108] Peer Schneider of IGN found the 2.5D version for the Game.com to be frustrating and only "partially faithful" to the original release of *Resident Evil 2*. Although he felt that its graphics and sound effects managed to recreate the original game's atmosphere to a certain extent, he thought that its controls were too "sluggish" to allow for an enjoyable experience.*[81]

Retrospective

Resident Evil 2 has been held in high regard in the years following its initial release, and was named the fourth best game on the PlayStation by *Famitsu*.*[109] *Electronic Gaming Monthly*, IGN, *Game Informer* and *Official UK PlayStation Magazine* included it in their lists of the 100 best games of all time; it came in 62nd, 58th, 34th and sixth place, respectively.*[a] Readers of *Retro Gamer* voted *Resident Evil 2* the 97th top retro game, with the staff noting that it was "considered by many to be the best in the long-running series".*[110] *GameTrailers* ranked it fourth on a list of the games that most needed remakes.*[111]

3.2.7 Legacy

The story of *Resident Evil 2* was the basis for several licensed works and later games. Ted Adams and Kris Oprisko loosely adapted it into the comics "Raccoon City – R.I.P." and "A New Chapter of Evil", which were released in the first and second issues of *Resident Evil: The Official Comic Book Magazine* in March and June 1998.*[112]*[113] The 60-issue Cantonese manhua



Game designer and producer Jun Takeuchi said that Capcom has been considering a complete remake of Resident Evil 2.

Shēnghuà Wēijī 2 (lit. “Biological Crisis 2”) was published weekly from February 1998 to April 1999.*[114] A romantic comedy retelling of the game’s story, centered on Leon, Claire and Ada, was released as the Taiwanese two-issue comic *Èlǐng Gǔbǎo II* (lit. “Demon Castle II”).*[115]*[116] *Resident Evil: City of the Dead*, a 1999 book written by author S. D. Perry, is a more direct adaptation of the narrative, and is the third release in her series of *Resident Evil* novelizations.*[117]

The mobile game *Resident Evil: Uprising* contains a condensed version of the *Resident Evil 2* story, adapted by Megan Swaine.*[118]*[119] *Resident Evil: The Darkside Chronicles*, an on-rails shooter released for the Wii in 2009, includes a scenario named “Memories of a Lost City”, which reimagines the original *Resident Evil 2* plot while retaining key scenes from the game’s four scenarios.*[120] In 2008, *Resident Evil 5* producer Jun Takeuchi, who had previously worked on the series as weapons designer and graphics animator, alluded to the possibility of a full-fledged remake of *Resident Evil 2*.*[121]*[122]*[123] Such a project had already been considered for the GameCube in 2002, but Mikami abandoned the idea as he did not want to delay the in-development *Resident Evil 4*.*[124]

The story arcs introduced in *Resident Evil 2* continue in drama albums and later game releases. Kyoko Sagiya, Junichi Miyashita, Yasuyuki Suzuki, Noboru Sugimura, Hirohisa Soda and Kishiko Miyagi – screenwriters employed by Capcom’s former scenario subsidiary Flagship – created two radio dramas titled *Chiisana Tōbōsha*

Sherry (lit. “The Little Runaway Sherry”) and *Ikiteita Onna Spy Ada* (lit. “The Female Spy Ada Lives”). The dramas were broadcast on Radio Osaka in early 1999, and later released by publisher Suleputer as two separate CDs with the common title *Biohazard 2 Drama Album*.*[125]*[126]*[127]*[128] *Chiisana Tōbōsha Sherry* begins shortly after the events of the game. Sherry is separated from Claire while fleeing from Umbrella soldiers sent to kill all witnesses of the viral outbreak. Raccoon City is burned down by the U.S. Government and Umbrella in an attempt to cover up the disaster. Sherry seeks refuge in the neighboring town of Stone Ville, and later escapes to Canada with the help of a girl named Meg, who vows to help her reunite with Claire.*[125]

Ikiteita Onna Spy Ada is set a few days after *Resident Evil 2*, and deals with Ada’s mission to retrieve Sherry’s pendant with the G-virus sample, which is said to be in the possession of Hunk in the backstory of the drama album.*[127] Ada intercepts the delivery of the locket in France, and kills Hunk and his men. As a consequence of an accidental T-virus leak in Loire Village, the destination of the delivery, Ada is forced to retreat to an old castle. Along with a unit of the French Air Force sent to burn down the village, she encounters Christine Henry, the Umbrella facility director who gave Hunk the order to deliver the G-virus to France.*[127]*[129] Jacob, the leader of the airborne unit, is revealed to be Christine’s co-conspirator. However, he plans to keep the G-virus sample for himself, and shoots her. Philippe, another member of the unit, convinces Ada to give him the pendant, after which he injects himself with the G-virus to give himself the power to stop Jacob. Ada escapes and realizes her feelings for Leon, deciding to quit the spy business and return to him.*[127] The two drama albums are considered “what-if” scenarios and are not acknowledged in later series releases.*[130] The characters’ story arcs are continued differently: Sherry is taken into custody by the U.S. Government immediately after the events of *Resident Evil 2*, and Ada keeps the pendant with the G-virus and resumes her activities as a spy.*[131]*[132] Hunk successfully delivers a separate G-virus sample to Umbrella.*[31]

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3.2.9 External links

- Official website (Japanese)
- *Resident Evil 2* at MobyGames

3.3 Resident Evil 3: Nemesis

This article is about the video game. For the third live-action Resident Evil film, see Resident Evil: Extinction.

Resident Evil 3: Nemesis, known in Japan as *Biohazard 3: Last Escape* (バイオハザード 3 ラストエスケープ *Baiōhazādo 3 Rasuto Esukēpu*), is a survival horror video game developed by Capcom and originally released for

the PlayStation video game console in 1999. It is the third installment in the *Resident Evil* video game series and acts as both a prequel and sequel to *Resident Evil 2*. The story of the game follows *Resident Evil* protagonist Jill Valentine and her efforts to escape from Raccoon City, which has been infected with a new type of biological weapon secretly developed by the pharmaceutical company Umbrella. The game received positive reviews from video game critics and was subsequently ported to the Dreamcast, Microsoft Windows and GameCube.

3.3.1 Gameplay



The player, playing as Jill Valentine, is evading an enemy. The graphical style of the game features 3D models over pre-rendered backgrounds with fixed camera angles.

Resident Evil 3: Nemesis is a survival horror game where the player controls the on-screen character from a third-person perspective to interact with the environment and enemies. Jill Valentine is the sole protagonist and main controllable character of the game, with another character also being controllable for a brief portion of the game.^{*[1]} To advance through the game, the player is challenged to explore the fictional Raccoon City while avoiding, outsmarting and defeating various types of enemies. The player can open doors, push certain objects, climb obstacles, and pick up items. All items collected are stored in an inventory that the player can access at any time. Items in the inventory can be used, examined, and combined to make new ones.^{*[1]} The inventory is limited to a certain number of slots, and the player must often move items from the inventory to a storage box located in special rooms to manage space.^{*[1]}

In combat, the player has the ability to dodge attacks, use firearms against enemies, and shoot certain objects like explosive barrels, causing them to explode and damage nearby enemies. The player can also run and perform a quick 180 degree turn to evade enemies.^{*[2]} The player has a certain amount of health which decreases when attacked by enemies. The lower the player's health is, the slower the player's movement speed will be. Nevertheless, players can increase their health by collecting and

using herbs, which can be mixed with other herbs to increase their healing effect. The game also incorporates an ammunition creation system, in which new ammunition can be created from different varieties of gunpowder.*[1] In addition to engaging in combat, the player must often solve numerous puzzles that focus on logical and conceptual challenges.*[2]

Unlike in previous *Resident Evil* games, the player is occasionally prompted to choose between one of two possible actions. These choices affect the direction of the game and story.*[1] Additionally, a creature called Nemesis is encountered multiple times throughout the game as a recurring boss. Nemesis is considerably more powerful than the player and has the ability to use a rocket launcher as a weapon, dodge incoming fire, and pursue the player from one area to the next. During one of these encounters, the player can choose to either fight Nemesis or run until he is evaded.*[2] A variety of encounters are possible, with some being mandatory, and some varying in nature and location based on certain choices made by the player. Even if evaded or defeated during one of these encounters, Nemesis will inevitably continue to pursue the player until the end of the game.*[1]

Upon completing the game, a new minigame titled The Mercenaries: Operation Mad Jackal is unlocked.*[1] In this minigame, the player must choose to play as one of three characters that appear in the main game and run from one side of the city to the other within a limited amount of time. However, the starting time limit given is insufficient to actually perform this task directly, and the player must continuously receive time bonuses by performing certain actions like defeating enemies and exploring hidden areas. Completing the main game also unlocks alternate costumes for Jill and epilogue files that detail the activities of different characters following the events of the game.*[1] The mercenaries minigame and alternate costumes for Jill are available from the start of the game in the Microsoft Windows and Dreamcast versions of the game.*[3]*[4]

3.3.2 Plot

Resident Evil 3: Nemesis begins 24 hours prior to the events of *Resident Evil 2* and follows Special Tactics And Rescue Squad (STARS) member Jill Valentine as she attempts to escape from Raccoon City. Nearly all of Raccoon City's citizens have been transformed into zombies by an outbreak of the T-virus, a new type of biological weapon secretly developed by the pharmaceutical company Umbrella. On her way to the Raccoon City Police Department, Jill runs into fellow team member Brad Vickers, but he is soon killed by Nemesis, a bio-organic weapon created by Umbrella for the sole purpose of hunting down and eliminating the surviving STARS members, who are first-hand witnesses of Umbrella's unethical and illegal experiments. After evading Nemesis, Jill encounters three surviving members of the Umbrella Biohazard

Countermeasure Service (UBCS): Carlos Oliveira, Mikhail Victor and Nikolai Zinoviev. Nikolai explains to Jill and Carlos that a rescue helicopter can be contacted if they manage to reach Raccoon City's Clock Tower and ring the tower's bell.

As the game progresses, Nikolai is presumed dead after an encounter with zombies in an Umbrella marketing office, while Mikhail sacrifices himself to save Jill and Carlos from Nemesis by detonating a grenade in a cable car's rear compartment on its way to the Clock Tower, causing the car to speed out of control and crash into the Clock Tower's main courtyard. As a result, Jill and Carlos are briefly separated. At the Clock Tower, Jill manages to summon the helicopter by ringing the Clock Tower's bell. However, Nemesis eventually destroys the helicopter and infects Jill with the T-virus. Jill manages to temporarily defeat Nemesis, but after the fight she falls unconscious due to the T-Virus. Carlos finds Jill and takes her to safety within the Clock Tower. Three days later, Carlos finds a cure for Jill's T-Virus infection in the Raccoon City General Hospital. When Carlos leaves the hospital, a large amount of explosives explode in the hospital's main lobby. Carlos returns to Jill with the vaccine, encountering Nemesis for a brief period.

After recovering from the infection, Jill proceeds towards the Raccoon Park and enters the park caretaker's cabin. There, she discovers from Nikolai that he is one of an unknown number of "supervisors" sent into Raccoon City along with the UBCS to gather combat data from the soldier's encounters with Umbrella's bio-weapons. He is then forced to leave after a tremor shakes the cabin. Jill follows Nikolai outside, only to discover that the tremor was caused by a massive worm-like creature. Jill defeats the creature and escapes to a dead factory at the rear of the park after another brief encounter with Nemesis. Inside the factory, Jill meets up with Carlos, who tells her that the US government is planning to launch a nuclear missile into Raccoon City to eradicate the T-Virus infestation. Jill then encounters Nemesis and grabs a keycard needed to escape, but the factory's control tower announced that the missile attack on Raccoon City has begun, with only a short time left before the city is destroyed.

Jill makes her way to the factory's control tower and encounters Nikolai for the last time in an helicopter. Nikolai fires at Jill and she can either reason with Nikolai or destroy the helicopter. If Jill negotiates with Nikolai, he reveals that he has killed the other supervisors and boasts about collecting the bounty placed on Jill by Umbrella before escaping. After that, Jill makes her way to the rear yard and confronts Nemesis one last time. After an intense battle, Jill manages to defeat Nemesis with the help of a prototype railgun. Soon after, Jill meets up with Carlos and the pair escape the city via a helicopter piloted by STARS Alpha Team's weapons specialist Barry Burton. The final cutscene of the game shows the nuclear missile vaporizing the city and its infected populace.

3.3.3 Development

Resident Evil 3: Nemesis was developed by Capcom and produced by Shinji Mikami, who previously worked on the original *Resident Evil* and *Resident Evil 2*.^{*[5]} Development of the game began with a team of 20 people. However, as the game was getting closer to its release date, the development team gradually increased to between 40 and 50 staff members.^{*[6]}^{*[7]} Unlike the majority of the early scripts in the series, the scenario of the game was not created by Capcom's Flagship studio but by internal Capcom writer Yasuhisa Kawamura. Nevertheless, the story was proofread and sanctioned by Flagship to avoid continuity errors with other installments in the series, an issue that was also given attention in monthly meetings between all directors and producers.^{*[8]}

Resident Evil 3: Nemesis uses the same game engine as its predecessors.^{*[9]} The environments consist of 2D pre-rendered backgrounds while moving objects such as enemies and some interactive elements consist of 3D polygon graphics.^{*[10]} The developers chose this technique because having full 3D graphics would not allow them to create graphically rich and detailed environments.^{*[8]} According to project supervisor Yoshiki Okamoto, “the number of polygons allocated for the enemies would not be sufficient. We did not want to have blocky, pixelated zombies.”^{*[8]} Interaction with the environment was improved so that the player could shoot objects like explosive barrels to defeat enemies.^{*[10]} Developers also added more variety of zombies, who can take the form of policemen, doctors, and ordinary citizens, among others.^{*[8]}

Unlike previous *Resident Evil* games, which take place inside buildings, *Resident Evil 3: Nemesis* takes place in Raccoon City. The developers noted that the city setting allowed them to create more varied environments.^{*[11]} Capcom also decided to give the game a more action-oriented style, which resulted in the 180-degree turn and the introduction of a dodge feature so that the player can avoid enemy attacks.^{*[9]} Additionally, the developers designed the game so that up to nine enemies can appear at the same time and improved their artificial intelligence so that they can hunt the player up and down stairs.^{*[9]}^{*[12]} The eponymous Nemesis creature was inspired by the liquid-metal T-1000 Terminator from *Terminator 2: Judgment Day*.^{*[9]} According to Mikami, “I wanted to introduce a new kind of fear into the game, a persistent feeling of paranoia. The Nemesis brings that on in spades. When it disappears after the first confrontation, you live in constant dread of the next attack. The idea is to make you feel like you're being stalked.”^{*[13]}

The game was developed in tandem with the Dreamcast version of *Resident Evil Code: Veronica*.^{*[8]} Although *Code: Veronica* takes place after *Resident Evil 2*, Okamoto explained that Capcom wanted *Nemesis* to be the third game in the series to keep the titles of the PlayStation games consistent.^{*[8]} Unlike *Resident Evil 2*,

which features two discs with two different protagonists, *Resident Evil 3: Nemesis* is a single-CD game that centers mainly on Jill Valentine.^{*[8]} Capcom chose Jill as the protagonist of the game because she was “the only suitable character remaining”, noting that *Resident Evil* protagonists **Claire Redfield** and **Chris Redfield** were previously chosen for *Code: Veronica*.^{*[9]}

3.3.4 Release

Resident Evil 3: Nemesis was originally released for the PlayStation video game console on September 22, 1999 in Japan and November 11, 1999 in North America. A Windows PC version was released shortly afterwards, featuring enhanced 3D character model graphics and higher resolutions. A Dreamcast version was released in winter 2000 and utilizes the **VMU** by displaying the characters' health status. A GameCube version was released in early 2003 and features an increased frame rate of 60 for FMV movies and enhanced 3D character model graphics.

3.3.5 Reception

While not as commercially successful as its predecessor, *Resident Evil 3* was a bestseller in the UK.^{*[46]} The game received rave reviews. GameSpot said: “Unlike other series that offer incremental ‘improvements’, the *RE* lineup continues to refine an already excellent premise”.^{*[39]} IGN critic Doug Perry praised the game, saying: “The story still wonderfully unfolds in an intensely slow, intriguing way, and the combination of the great story telling and precise style of gameplay is still perfectly blended”.^{*[2]} Dale Weir from Game Critics called it “the best *Resident Evil* game in the entire series”.^{*[47]}

Resident Evil 3: Nemesis has sold 3.5 million copies on the PlayStation.^{*[48]}

3.3.6 Related media

An original 2-disc soundtrack CD for the game was composed by Masami Ueda and Saori Maeda and released on September 22, 1999. A novelization of the game titled *Resident Evil: Nemesis* was written by **S. D. Perry**. The game's storyline was also used as the basis for the 2004 film *Resident Evil: Apocalypse*.

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3.3.8 External links

- Official website (Japanese)

3.4 Resident Evil Code: Veronica

Resident Evil Code: Veronica (バイオハザード コード：ベロニカ *Biohazard Kōdo: Beronika*, Japanese title: **Biohazard Code: Veronica**), is a 2000 survival horror video game, originally released for the Dreamcast. It was the first *Resident Evil* title to debut on a non-Sony platform, in contrast to the first three installments, which were originally PlayStation games and then ported to other platforms.

An updated version of the game, titled *Code: Veronica X* (完全版 *Kanzenban*, lit. “Complete Version”), was released for the Dreamcast in Japan and for the PlayStation 2 worldwide in 2001. This revision was ported to the GameCube in 2003. *Code: Veronica X* includes updated and new cutscenes spliced into the main game along with mild graphical changes.

The story focuses on **Claire Redfield** and **Steve Burnside** during a T-virus outbreak on an island and are confronted by the Ashford family members. Besides controlling Claire and Steve, the player also has control over **Chris Redfield**, Claire's brother who tries to save his sister. The game retains the survival horror elements from previous installments in the series such as the use of puzzles and guns. The traditional pre-rendered backgrounds have been replaced with 3D backgrounds and the game incorporates camera movement for the first time in the series.

3.4.1 Gameplay

Code: Veronica is the first *Resident Evil* game in the main series to use 3D backgrounds instead of the traditional pre-rendered ones. Despite this, the camera does not follow the player around, but swings between semi-fixed angles and the skyboxes are pre-rendered. However, two weapons in the game can be fired from the character's point of view (the Sniper Rifle and the Linear Launcher). First person view mode is also available in the game's unlockable Battle Game minigame.

Gameplay remained largely unchanged from *Resident Evil 3: Nemesis* (which was developed in tandem with *Code:*

Veronica); features such as explosive oil drums and a 180-degree turn having been carried over to this game, though the dodge feature was removed. Items from *Resident Evil 2*, such as upgradeable handgun parts and “side packs” to increase carrying capacity are included, as well as new weapons such as crossbow arrows mixed with gunpowder and anti-B.O.W. rounds for the grenade launcher. A feature of *Code: Veronica* is the inclusion of various dual-wielding pistols, allowing the player to target two enemies at the same time. Some of the more subtle improvements include the addition of continues, allowing the player to retry a scene after a game over, and the ability to pick up and use a healing herb when the character's inventory is full.

Code: Veronica features two protagonists, Claire Redfield and her brother Chris. In *Code: Veronica* the player controls Claire for the first half of the game and Chris for the second half. All of Claire's weapons and items in the item box are available for Chris to pick up in his half of the game. In addition, a third character, Steve Burnside, is briefly playable during the game's first half and Claire herself is playable during a short portion of Chris' scenario.

Like previous *Resident Evil* titles, there are hidden features that are unlocked after meeting certain requirements. After completing the main game, Battle Game is unlocked, in which the player can choose from one of four characters (Chris, Claire with her two outfits (Normal and Secret), and two unlockable characters, Albert Wesker and Steve), travel through a series of rooms, clear each area of monsters and eventually defeat a character-specific boss in the quickest time possible. Both the main game and the Battle Game feature unlockable weapons.

3.4.2 Plot

The game begins with Claire Redfield raiding an Umbrella Corporation facility in Paris in search of her brother, Chris. During the infiltration she is captured and imprisoned on Rockfort Island. Soon after arriving she is knocked unconscious. After coming to, she is freed by Umbrella security guard Rodrigo Juan Raval who releases her from her cell in the aftermath of a T-virus outbreak on the island. Trying to escape from the contaminated island, Claire teams up with inmate Steve Burnside, at the same time being confronted with the island's commander Alfred Ashford. Alfred Ashford is shown to be a highly unstable character who has developed two personalities; himself and his twin sister **Alexia**. Meanwhile, Albert Wesker is on a mission of his own to retrieve a sample of the T-Veronica virus developed by Alexia. His unit is also responsible for the outbreak of the T-virus on Rockfort Island.

At one point during their escape, Steve and Claire are attacked by a zombie that is revealed to be Steve's father, a minor researcher who tried to sell information. He was

found out and both Steve and his father were imprisoned, while Steve's mother was killed. Claire and Steve eventually escape via plane, but Alfred, still under the delusion he is Alexia, sets it to autopilot and flies both of them to another Umbrella facility in the Antarctic. There, Alfred hopes to free his sister from her 15-years-long cryogenic sleep she took after the injection of the T-Veronica virus, to counter the flaws of the virus. After another fight with Claire and Steve, Alfred is severely wounded and apparently falls to his death into a crevasse, stirring up a creature code-named 'Nosferatu', a creation of the T-Veronica virus. After fighting the creature, the protagonists attempt to escape the facility via a digger. Meanwhile Alfred, who survived the fall, limps to Alexia. He witnesses her awakening moments before dying. Alexia, cradling her brother's corpse, summons giant tentacles and crashes Claire's and Steve's digger, recapturing them.

Chris Redfield arrives on Rockfort after having been contacted by [Leon S. Kennedy](#). He learns from Raval that Claire already escaped the island. Raval is soon killed afterwards by a giant worm. Searching Rockfort, Chris has an encounter with Wesker, shocked to learn that Wesker had become faster and stronger than any normal person. Just as Wesker is about to finish Chris off, Alexia appears on a screen, laughing. Stunned by Alexia being alive, Wesker changes his mind and heads out to the Antarctic. Chris eventually finds his way there and is reunited with Claire, who sets out to find Steve. As she locates him, she discovers Alexia conducted an experiment on him, injecting Steve with the T-Veronica virus. Steve mutates into a reptilian monster and tries to kill Claire who escapes to a prison cell, where she is attacked by another of Alexia's tentacles. Still in his mutated form, Steve breaks through the cell and kills the tentacle. In retaliation, the tentacle drives into his chest and retreats. Steve mutates back to his human form, confesses his love for Claire, and then dies. Claire, now shocked and saddened by Steve's death breaks down in tears, and is left trapped in a cell.

At the same time, Chris and Wesker confront Alexia, who has an ability to create fire. Overwhelmed by her strength, Wesker escapes and leaves Chris to fight her. Chris temporarily defeats Alexia and activates the facility's self-destruct system to release all locks, freeing Claire from the prison cell. Later on, as he tries to escape, Alexia confronts him a second time, mutating even further into an insectile form. This time, Chris manages to destroy her with a plasma-based weapon. With Alexia dead, Chris runs to the emergency elevator and catches a glimpse of Wesker, whose men also retrieved Steve's body to use for further experiments, as he is now the only intact subject injected with a sample of the T-Veronica virus. Chris convinces Wesker to release Claire, who then runs to the plane to wait for her brother. Chris is again overwhelmed by Wesker in a fight, but before Wesker can kill Chris, both are separated by an explosion. Wesker vows he will satisfy his desire for revenge the next time they meet. Chris reunites with Claire and both set off just as the

whole facility blows up. As they fly off, Chris swears they will take down Umbrella.

3.4.3 Development

Code: Veronica was developed by Capcom Production Studio 4 in collaboration with Nextech and Sega.*[1]*[2]*[3] Project supervisor Yoshiki Okamoto officially announced the game for Sega's Dreamcast console on October 6, 1998.*[1]*[4] Although *Code: Veronica* was described by its developers as the genuine sequel to *Resident Evil 2*, it is not a numbered entry in the *Resident Evil* series.*[4]*[5] Okamoto explained this decision with the team's intention to use numbers for games on the PlayStation, and names on other video game systems.*[5] *Code: Veronica* was originally planned to be published in April 1999, but was postponed to the end of the year.*[4]*[6] It was eventually released in Japan on February 3, 2000.*[7] The Japanese version of *Code: Veronica* contained two difficulty settings ("Easy" and "Very Easy") in addition to the default "Normal" setting found in the American and PAL versions of the game. "Very Easy" starts the player off with an unlimited supply of ink ribbons in the inventory and a variety of weaponries plus ammunition in the chests. There were two versions of the original Dreamcast release in Japan: a standard edition and a limited edition. The limited edition came packaged with a red slipcase and features a different title screen, with Wesker's face visible on the background.

Re-releases

Resident Evil Code: Veronica X is an updated version of the original Dreamcast game, released for the PlayStation 2 and Dreamcast (only in Japan) in 2001 and GameCube in 2003. It is almost identical to the original in terms of gameplay. It also features nine minutes of additional cut scenes spliced into the main game, as well as mild graphical changes.

On March 23, 2011, high-definition remastered versions of both *Code: Veronica X* and *Resident Evil 4* were announced to be in development for the Xbox 360 and PlayStation 3, as part of the *Biohazard Revival Selection*.*[8] This compilation was released as a retail product in Japan on September 8, 2011.*[9] In North America and Europe, *Code: Veronica* was published digitally for the Xbox Live Marketplace and the PlayStation Network service on September 27, 2011.*[10] The main differences include updated graphics, a new leader board system which was also used for the Dreamcast port of *Resident Evil 3*, trophies/achievements, hard drive use for saving, updated menus and new item placements. Some music seems to be remastered as well.*[11]

Wesker's Report

To commemorate the fifth anniversary of *Resident Evil*, and to summarize the events of the previous installments in the game series, Capcom released the fictional documentary *Wesker's Report*.^{*[12]} It was written by Hiroki Kato, the director of *Code: Veronica*.^{*[12]} Shinsaku Ohara translated Kato's completed script in three days, before the voice-over team recorded the narration in Canada. The actual direction of the video and the montage of game footage was handled by Takao Ogasawara, who completed the task on a tight deadline.^{*[12]*[13]} Narrated by Richard Waugh in his role as Albert Wesker, *Wesker's Report* offers details on how the character returned after his death in the first *Resident Evil*, and how he came to be working alongside Ada Wong in a new organization.^{*[14]*[15]}

A video version was available on a limited pre-order bonus DVD that came with the re-release of *Code: Veronica* in Japan.^{*[14]*[16]} The disc included a director's interview titled *Director's Hazard*^{*[14]} and was also packaged with the game compilation *Nightmare Returns*.^{*[17]} Japanese text versions of *Wesker's Report* were later released on the official website^{*[18]} and included in the *Biohazard Collector's Box*,^{*[19]} while a standalone video version on DVD without the directors interview was made available in North America as a pre-order bonus and via the company's online store.^{*[20]} A slightly revised video version was released as part of the *Anniversary Special DVD* that covered both the tenth anniversary of *Resident Evil* and the fifth anniversary of *Devil May Cry*.^{*[21]}

3.4.4 Legacy

Print media

As with previous *Resident Evil* games, novelization of *Code: Veronica* was written by author S. D. Perry. Although the novel was first published on December 1, 2001, it is based on the original game and does not take into account the added events introduced in the later version of the game. As with the previous novelizations by Perry, the original character Mr. Trent appears as a mysterious stringpuller behind the plot.

Code: Veronica was also adapted into a manhua by Lee Chung Hing (who also did a similar adaptation of *Resident Evil 3: Nemesis*), published in Hong Kong during the original game's release. An English version of the comic was published as four collected graphic novels by Wildstorm in North America.

Survivor 2

Main article: Resident Evil Survivor 2 Code: Veronica

Code: Veronica was adapted into *Resident Evil Survivor 2 Code: Veronica* (*Bio Hazard Gun Survivor 2 Code: Veronica* in Japan), a first-person shooter released in 2001 as a co-production between Namco and Capcom. It is the sequel to the previous game, *Resident Evil Survivor*. The arcade version runs on the Dreamcast-based NAOMI arcade hardware. *Gun Survivor 2* has no bearing on the plot of *Code: Veronica* and the events of the game are actually depicted as a dream in Claire's mind at the end of the game. A PlayStation 2 version of *Gun Survivor 2* was released in Japan and the PAL region, where it utilised the G-Con 2 peripheral. Although often mistaken for a light gun game, the arcade version of the game uses a fixed machine gun that serves as a joystick that can be pushed in four directions and rotated left and right to move the player and rotate the view, as well as to fire the player's weapons. The game runs on a timer that counts down when an area is entered, and if time runs out, the Nemesis from *Resident Evil 3: Nemesis* will start pursuing the players and attacking them. Only certain arcade machines had 2 player support. The PlayStation 2 version of the game contained a “Dungeon Mode”, which is a series of long levels that have to be completed within a 30 minute time limit. Claire Redfield, Steve Burnside, Chris Redfield and Rodrigo Juan Raval are playable in Dungeon Mode.

The Darkside Chronicles

Main article: Resident Evil: The Darkside Chronicles

Resident Evil: The Darkside Chronicles is a rail shooter gun game for the Wii based largely on the events of *Resident Evil 2* and *Code: Veronica*, but with many plot details changed.

3.4.5 Reception

The Dreamcast version of the game garnered critical acclaim: IGN giving it a 9.2/10,^{*[28]} GameSpot giving it a 9.5/10,^{*[27]} and GamePro giving it a 4.5/5.^{*[26]} The updated release, *Code: Veronica X* fared well, garnering a 9.0/10 from GameSpot,^{*[29]} and a 4.5/5 from GamePro.^{*[26]} The GameCube version garnered unfavorable reviews, due to its unaltered, ported status. X-Play gave the GameCube version a 1/5.^{*[30]*[31]*[32]} In GameInformer's “Top 100 Games of All Time”, it was ranked as the sixty-ninth best video game.^{*[33]} GamesRadar named *Code: Veronica* the 11th best Dreamcast game of all time, out of a list of 25.^{*[34]} ScrewAttack placed *Code: Veronica* 4th on their list of the Top 10 Dreamcast Games.^{*[35]} Video game review show, Classic Game Room, have stated on several occasions, including the original review, that this is their favourite Resident Evil game, and therefore the best.^{*[36]}

Game Informer's Tim Turi gave the HD re-release an 8.5/10 and a Silver Award, writing “I love the sense

of accomplishment that comes from completing a challenging classic survival horror game. *Resident Evil Code: Veronica X HD* rewards players armed with patience, resourcefulness, and plenty of ink ribbons with a harrowing but memorable trek through the series' heyday." He also praised the HD's "vividly gory" detail.^{*[37]} In contrast, IGN's Richard George—while acknowledging that the game was "a step up for the RE franchise"—gave it a 5/10, criticizing "stilted, tank-like controls," "laughable" graphics, and "clearly archaic design".^{*[38]}

Resident Evil Code: Veronica has sold 3.7 million copies worldwide with the Dreamcast, PlayStation 2 and the HD collection combined since 2013.

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- Official website (Japanese)
- Official website (Complete Version) (Japanese)
- Official website (GameCube) (Japanese)
- Creature designs at Satoshi Nakai's personal homepage with commentary (Japanese)

3.5 Resident Evil Zero

Resident Evil Zero (バイオハザード 0 *Biohazard 0*, Japanese title: *biohazard 0*) is a 2002 survival horror video game that was developed and published for the GameCube by Capcom. The game's storyline serves as a prequel to the first *Resident Evil* and covers the ordeals experienced by the police force Special Tactics And Rescue Service's Bravo Team and its newest member **Rebecca Chambers**. She investigates a series of murders and teams up with convict **Billy Coen** to survive a viral outbreak involving zombies. The player may switch between these two characters throughout the game to solve puzzles and to take advantage of their unique abilities.

3.5.1 Gameplay

The main gameplay feature of *Resident Evil Zero*, dubbed the “partner zapping” system, is unique to the series: instead of choosing one of two **player characters** at the beginning, there are two protagonists to be controlled throughout the entire game. The player may switch between police officer and medic **Rebecca Chambers** and

convicted ex-soldier **Billy Coen**. If they travel together, either one of them can be controlled while the other character is handled by the computer. The player may also control both simultaneously or split them up entirely to explore areas separately.*[1] This, along with the protagonists' unique abilities, is central to solving the game's puzzles. Rebecca can produce medicals with her mixing kit but cannot sustain substantial damage from enemies. In contrast, Billy can handle heavy objects, use a lighter and has higher defense. Previous series installments had the player store items in boxes placed in fixed locations. *Resident Evil Zero* does away with this and instead allows them to drop items on the floor, freeing space in the inventory momentarily until they are retrieved at a later point. The locations of dropped items are displayed on the game maps.

3.5.2 Plot

On July 23, 1998, an Umbrella owned train the Ecliptic Express is attacked by a swarm of leeches while a mysterious young man watches it over a hillside. Two hours later, Bravo Team of the Special Tactics And Rescue Service (STARS) police force is sent to investigate a series of cannibalistic murders in the Arklay Mountains outside of Raccoon City. On the way to the scene, its helicopter has an engine failure and crash-lands in a forest. Bravo Team discovers an overturned military police transporter and the mutilated corpses of two officers. After the team splits up to capture the murderer, field medic Rebecca Chambers finds the same train from earlier now infested with zombies and explores it. She teams up with former Marine **Billy Coen**, the convict who was escorted by the military police after he had been sentenced to death for killing 23 people. The two are confronted by the same strangely clad young man from the opening of the game, who sets the train into motion and attacks them with swarms of leeches under his control. Meanwhile a group of Umbrella soldiers are on the train with them and are taking it to unknown location while they are being contacted by two supervisors, Albert Wesker and William Birkin. The soldiers are then killed by leeches. As the train speeds out of control, Rebecca and Billy apply the brakes and avert its course towards an abandoned building.

The location is revealed to be a disused training facility for future executives of the pharmaceutical company Umbrella. Rebecca and Billy find out that the corporation's co-founder and former director of the facility, Dr. James Marcus, had discovered the so-called Progenitor virus in the 1960s and examined its potential as a biological weapon. He combined it with leech DNA to develop the T-virus that causes rapid mutations in living organisms and thus transforms humans and animals into zombies and monsters. After Billy repeatedly saves Rebecca's life, he sheds some light on his past as a soldier: One year prior, he and his unit had been dispatched to

Africa to raid a guerrilla hideout. When they arrived at their destination deep in the jungle, they found that it was an ordinary village. The unit's captain was afraid of returning empty-handed and ordered the execution of the innocent villagers, ignoring Billy's objections. Back in the United States, Billy was unjustly blamed for the incident and sentenced to death. Meanwhile, Wesker and Birkin are arguing with each other that Umbrella is finished. Wesker decides to leave Umbrella and join its rival company. Birkin refuses to join him in order to complete his research on the G virus. Wesker will lead the STARS Alpha Team into the mansion and get the research data of the Tyrant while Birkin will activate the self-destruct system. Rebecca and Billy find an office underneath the facility and find an old photograph of the leech controlling man and they assume that he might be the son or grandson of Marcus. They find a gondola system, Billy is attacked by an infected primate and the two get separated. Rebecca rides the gondola to a water treatment plant, and encounters Captain Enrico who tells her that the rest of the team will meet up at an old mansion and lets her find Billy. She finds Billy, but they also find twenty corpses of Umbrella employees that Marcus used as test subjects for the T virus.

Rebecca and Billy eventually catch up with the leech-controlling man who is actually Marcus and the person responsible for the viral outbreak. Ten years ago, he had been assassinated by Wesker and Birkin under the orders of Umbrella co-founder Ozwell E. Spencer who stole his research to become the company's sole president. During his dying moments, Marcus' queen leech entered his body and revitalized it over the course of a decade, thus giving him a chance to take his revenge on Umbrella. Marcus mutates into a gigantic leech monster while the facility's self-destruct mechanism is activated. Just before the explosion, Rebecca and Billy defeat the creature by exposing it to sunlight. They escape to the forest where they see an old mansion used by Umbrella as a research facility. Rebecca assures Billy that her police report will list him as just another casualty of the incident. Billy thanks her and escapes as Rebecca heads towards the mansion to investigate the whereabouts of her fellow Bravo Team members, beginning the events of *Resident Evil*.

3.5.3 Development

While the original *Resident Evil* was still in development, the idea for a prequel came up shortly after the **64DD disk drive** peripheral was announced in 1995. The 64DD's low sales four years later eventually made Capcom decide to develop *Resident Evil Zero* as a **cartridge-based** **Nintendo 64** release. The real-time "partner zapping" system was designed to take advantage of the console's unique features and strengths, namely the lack of **load times** necessary for optical disc (non-cartridge) based gameplay encountered with the **PlayStation**.^[2]

After the script had been completed in early 1999, the

production of a *Resident Evil* title for Nintendo 64 was revealed to the public by **Yoshiki Okamoto**, the president of Capcom's **screenplay** company **Flagship**.^[3] *Resident Evil Zero* was officially announced at 20 percent completion in January 2000, after which it was presented with a playable demo at **Tokyo Game Show**.^[4]

The game was expected to release in July 2000 and reportedly had an atmosphere close to the first *Resident Evil*.^[5]^[6] However, development began to slow down when it became apparent that the data for *Resident Evil Zero* would not fit on a single cartridge.^[7] Production then shifted to the newly announced **GameCube**, with the concept and story carried over but all of the data recreated.^[7] The platform change was confirmed in September 2000.^[8] The game's final version was developed by Capcom Production Studio 3 with support from outside company **Tose**.^[9]^[10] As a result of the transition to the GameCube, it was delayed so that the environments could be upgraded visually.^[2] Scenario writer **Noboru Sugimura** was called back to make some changes to the story.^[11] The character designs were also adjusted: Rebecca for example lost her **beret** and **shoulder pads** while Billy received a new hairstyle.^[12] The GameCube's use of **optical discs** reintroduced load times, so the programmers had to use sophisticated programming to make the "partner zapping" system work.^[2] Capcom announced its intention to release a **game demo** in Japan around August 2002.^[13]

3.5.4 Releases

Resident Evil Zero for the GameCube was released on November 10, 2002 in North America, on November 21, 2002 in Japan, on February 28, 2003 in Australia, and on March 7, 2003 in Europe. In late 2008, a **Wii** port with little to no changes was released exclusively in Japan, having deviated from its expected July release date.^[14] It was later released in North America under the *Resident Evil Archives* label on December 1, 2009. A novelization titled *Resident Evil: Zero Hour* was written by **S. D. Perry**. It is the seventh and final *Resident Evil* book to follow Perry's continuity but precedes the others in chronological order.

3.5.5 Reception

Resident Evil Zero was generally well received by critics and has sold 1.25 million copies worldwide.^[33] However, many reviews were critical of some of the game's elements. **1UP.com** felt that the game was predictable and formulaic in its puzzles, monsters and final battle. They also called the plot "lame". Regardless, the background artists' work was praised along with the item-dropping feature, earning the game a "B+" ranking.^[19] **GameSpot** focused on the "partner zapping" feature and pointed out that its strengths lie in strategy

and puzzle solving. They believed that “the mechanic [did not] really feel very innovative or interesting”, describing it as mostly puzzle-related but based around keeping one character standing still or sending items up a dumbwaiter to the other. Similarly to 1UP.com, GameSpot criticized the puzzle design further, noting similarities to previous titles.*[29] The Wii version was panned for not fully using the remote controller's capabilities such as pointer controls, instead relying largely on the Classic Controller. IGN gave it a “poor” 4.5/10.*[34]

3.5.6 References

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3.5.7 External links

- Official website (Japanese)
- *Resident Evil Zero* at MobyGames

3.6 Resident Evil 4

This article is about the video game. For the fourth live-action Resident Evil film, see [Resident Evil: Afterlife](#). “RE 4” redirects here. For the German rail service, see [Wupper-Express](#).

Resident Evil 4, known as *Biohazard 4* (バイオハザード 4 *Baiohazādo Fō*) in Japan, is a survival horror video game developed by [Capcom Production Studio 4](#) and released by multiple publishers, including Capcom, Ubisoft, Nintendo Australia, Red Ant Enterprises and THQ Asia Pacific. The sixth main entry in the *Resident Evil* horror series, the game was originally released for the GameCube in January 2005 in North America and Japan, and in March 2005 in Europe and Australia.

The story of *Resident Evil 4* follows the U.S. government special agent Leon S. Kennedy, who is sent on a mission to rescue Ashley Graham, the U.S. President's daughter who has been kidnapped by a sinister cult. Traveling to a remote rural area of Europe, Leon fights hordes of violent villagers and mutated monsters, and reunites with the mysterious spy Ada Wong. The game pioneered and popularized the “over the shoulder” third-person view perspective in video games.

First hinted at in early December 1999, *Resident Evil 4* underwent a long development time during which four proposed versions of the game were discarded. Initially developed for the [Sony Computer Entertainment's PlayStation 2](#), the first attempt was directed by [Hideki Kamiya](#) after producer Shinji Mikami requested him to create a new entry in the *Resident Evil* series. Nevertheless, it was decided to start development over again. The game was intended to be a GameCube exclusive as part of the [Capcom Five](#), but a PlayStation 2 version was announced before the game was released for the GameCube. *Resident Evil 4* was subsequently released for Microsoft Windows, Wii, PlayStation 3, Xbox 360, and in heavily condensed versions for the iOS, mobile phones and Zeebo. In 2013, *Resident Evil 4* has been also launched on Android (only for Samsung via Samsung Apps). It existed for a while on Play Store in Japan. *Resident Evil 4* garnered universal critical acclaim. It was considered by most critics as a top contender for 2005's Game of the Year, and was seen as a successful cross-platform hit that highly influenced the evolution of the third-person shooter genre.

3.6.1 Gameplay

The player controls the protagonist Leon S. Kennedy from a third-person, over-the-shoulder perspective in a mission to rescue the daughter of the President of the United States, [Ashley Graham](#). The gameplay focuses on action and shootouts involving crowds of enemies in large open areas. The camera is focused behind Leon, and it

zooms in for an over-the-shoulder view when aiming a weapon.* [1] Unlike previous games in the series, there is the addition of a laser sight that adds a new depth to the aiming, allowing the player to aim in various directions and easily change their placement at any time. Bullets affect the enemies specifically where they are shot: shots to the feet can cause enemies to stumble, while shots to the arms can cause them to drop their weapons.* [2]



Leon in battle with a group of Ganados. Unlike previous entries in the series, Resident Evil 4 has the camera following directly behind the main character. The laser sight enables the player to target key hit zones on enemies.* [2]

Another new aspect of *Resident Evil 4* is the inclusion of context-sensitive controls. Based on the situation, the player can interact with aspects of their environment: kicking down a ladder, jumping out of a window, or dodging an enemy attack. There are also quick time events, in which the player must press buttons indicated on-screen to execute actions such as dodging a falling boulder or wrestling an enemy to stay alive. These are often incorporated into the game's many boss battles, where the player must avoid instant kill attacks.* [3]

The main enemies are violent villagers referred to as *Los Ganados* (“The Cattle” in Spanish). *Los Ganados* can dodge, wield melee and projectile weapons, and are capable of working collectively and communicating with each other. They were once simple farmers until becoming the product of an infestation of *Las Plagas* (“The Plague” in Spanish).* [4]

The inventory system of the game features a grid system, represented by an attaché case, that has each item take up a certain number of spaces. The case can be upgraded several times, allowing for more space. Weapons, ammunition and healing items are kept in the case, while key items and treasures are kept in a separate menu. Items may be bought from and sold to a merchant that appears in various locations throughout the game. He sells first aid sprays, weapons, allows for weapons to be upgraded and buys various treasures that Leon finds. The various weapons each have their own advantages and disadvantages.* [5]* [6]

Capcom added new content made specifically for the PlayStation 2 version of the game, which was later incorporated into the PC and Wii releases. The largest addition is “Separate Ways”, a minigame which focuses on

Ada Wong's involvement in *Resident Evil 4* and her connection to the series' villain **Albert Wesker**.^[7] “Ada's Report”, a five-part documentary, analyzes Ada's relationship with Wesker and his role in the plot.^[8] Other unlockable content in all versions includes the minigames “The Mercenaries” and “Assignment Ada” (using Ada to retrieve *Las Plagas* samples), new costumes for Leon and Ashley, new weapons, and a **cutscene** browser.^[9]

3.6.2 Plot

Six years after the events of *Resident Evil 2*, former Raccoon City police officer Leon S. Kennedy (Paul Mercier) is sent on a mission to rescue Ashley Graham (Carolyn Lawrence), the U.S. President's daughter, who has been kidnapped by a mysterious cult.^[10] He travels to a nameless rural village in an unspecified part of Europe, where he encounters a group of hostile villagers who pledge their lives to *Los Illuminados* (“The Enlightened Ones” in Spanish), the cult that kidnapped Ashley.

While in the village, Leon is captured by its chief, Bitores Mendez, and injected with a mind-controlling parasite known as *Las Plagas*.^[11] He finds himself held captive with Luis Sera (Rino Romano), a former *Los Illuminados* researcher.^[12] The two work together to escape, but then quickly go their separate ways. Leon discovers that Ashley is being held in a church, and rescues her.^[13] They both escape from the church after Osmund Saddler (Michael Gough), leader of the *Illuminados*, reveals his plan to use the *Plagas* they injected into Ashley to cause a disaster in the United States once she returns home.^[14] Leon and Ashley try to take refuge in a castle, but are attacked by more *Illuminados* under the command of Ramon Salazar (Rene Mujica), another of Saddler's henchmen,^[11] and the two become separated by Salazar's traps. Meanwhile, Luis searches for the pills to slow Leon and Ashley's infection, as well as a sample of *Las Plagas*. He brings the two items to Leon but is killed by Saddler, who takes the sample, while the pills to suppress the infection remain in Leon's hands.^[15] While in the castle, Leon briefly encounters Ada Wong (Sally Cahill), a woman from his past who supports him during his mission. He then battles his way through the castle before finally killing Salazar.^[16]

Afterwards, Leon travels to a nearby island research facility, where he continues the search for Ashley. He soon discovers that one of his former training comrades, Jack Krauser (Jim Ward), who was believed to have been killed in a helicopter crash two years prior, is responsible for her kidnapping.^[17] It is eventually revealed that both Ada and Krauser are working with **Albert Wesker** (Richard Waugh), for whom both intend to secure a *Plagas* sample.^[18] Suspicious of the mercenary's intentions, Saddler orders Krauser to kill Leon, believing that no matter which one dies, he will benefit.^[19] After Krauser's defeat, Leon rescues Ashley, and they remove the *Plagas* from their bodies using a specialized

radiotherapeutic device. Leon finally confronts Saddler, and with Ada's help, manages to kill him. However, Ada takes the sample from Leon at gunpoint before escaping in a helicopter,^[20] leaving Leon and Ashley to escape via her jet-ski as the island self-destructs.^[21]

3.6.3 Development

Scrapped versions

First hinted at in early December 1999,^[22] *Resident Evil 4*, which underwent a lengthy development time during which at least four proposed versions of the game were discarded.^[23] Initially developed for the PlayStation 2, the first attempt was directed by Hideki Kamiya after producer Shinji Mikami requested him to create a new entry in the *Resident Evil* series.^[24] Around the turn of the millennium,^[25] *Resident Evil 2* writer Noboru Sugimura created a scenario for the title,^[26] based on Kamiya's idea to make a “cool” and “stylish” action game.^[27] The story was based on unraveling the mystery surrounding the body of protagonist Tony,^[28] an invincible man with skills and an intellect exceeding that of normal people, with his superhuman abilities explained with biotechnology.^[25] As Kamiya felt the playable character did not look brave and heroic enough in battles from a fixed angle, he decided to drop the prerendered backgrounds from previous installments and instead opted for a dynamic camera system.^[24] This new direction required the team to make a trip to Europe, where they spent 11 days in the United Kingdom and Spain, photographing things like Gothic statues, bricks, and stone pavements for use in textures.^{[29]^[30]}

 Though the developers tried to make the “coolness” theme fit into the world of *Resident Evil*,^[31] Mikami felt it strayed too far from the series' survival horror roots and gradually convinced all of the staff members to make the game independent from it. Kamiya eventually rewrote the story to be set in a world full of demons and changed the hero's name to **Dante**.^[25] The cast of characters remained largely identical to that in Sugimura's scenario,^[32] although the hero's mother^[33] and his father,^[34] the latter an early version of the **Umbrella Corporation** founder Lord Ozwell E. Spencer,^{[35]^[36] were written out of the story. The game's new title was revealed as *Devil May Cry*, released for the PlayStation 2 in November 2000,^[37] resulting in its own franchise.}

Development on *Resident Evil 4* started over at the end of 2001.^[38] The first official announcement of the game was made in November 2002, as one of five games exclusively developed for the Nintendo GameCube by Capcom Production Studio 4.^{[39]^[40]}

 This revision, commonly dubbed the “fog version”, was directed by Hiroshi Shibata^[41] and was 40 percent finished at that time.^[42] The game saw Leon S. Kennedy desperately struggling to survive^[41] after having infiltrated the castle-like Umbrella's main headquarters located in Eu-

rope and featured traditional *Resident Evil* monsters such as zombies.^{*[23]}^{*[43]}^{*[44]} During the course of the new story which was again written by Sugimura's scenario creation company Flagship,^{*[45]} Leon became infected with the Progenitor Virus and possessed a hidden power in his left hand.^{*[23]}^{*[46]}^{*[47]} The producer of the final version also pointed out that Ashley did not appear back then, though there was a different girl who was never revealed to the public.^{*[23]} The game was to feature some first-person perspective gameplay elements.^{*[48]}



This screenshot of a cancelled version depicts Leon fighting the hook man. Though this earlier revision still used fixed camera angles while exploring environments, the battles already employed the over-the-shoulder view seen in the final build.

At E3 2003, another revision was revealed that is widely known as the “hook man version” now,^{*[49]} though officially titled *Maboroshi no Biohazard 4* (幻の「バイオハザード4」, lit. “The Phantom Biohazard 4”) on the *Biohazard 4 Secret DVD*. During Mikami’s introduction of the trailer, he assured that development was proceeding very smoothly and claimed the game to be scarier than ever before, warning gamers with the quote “Don’t pee your pants!”^{*[49]} The story was set in a haunted building where Leon contracted a bizarre disease and fought paranormal enemies, such as animated suits of armor, living dolls, and a ghostlike man armed with a large hook.^{*[43]}^{*[49]} The game had an otherworldly feel to it, containing elements like flashbacks and hallucinations that were marked by a bluish tint and a shaking camera.^{*[23]} It also displayed various gameplay mechanics that carried over to the final release, like the over-the-shoulder camera and a laser sight for aiming in battles and quick time events.^{*[49]} Other features, such as dialogue choices, were removed later.^{*[23]} Though ultimately scrapped, five minutes of gameplay footage for this version was released on the *Biohazard 4 Secret DVD*, a Japanese pre-order bonus given out in January 2005.^{*[50]}

The Hallucination version had only a basic story concept, having dropped the previous scenario penned by Noboru Sugimura of Flagship. In 2012, *Resident Evil 3: Nemesis* scenario writer Yasuhisa Kawamura said he was responsible for this version, as he wanted to make *Biohazard 4*

scarier “and suggested using a particular scene from the film *Lost Souls*, where the main character [...] suddenly finds herself in a derelict building with a killer on the loose. An arranged version of this idea eventually turned into Hook Man. The idea went through several iterations as Mr Sugimura and I carefully refined this world (which, I have to say, was very romantic). Leon infiltrates the castle of Spencer seeking the truth, while inside a laboratory located deep within, a young girl wakes up. Accompanied by a B.O.W. [an abbreviation for “Bio Organic Weapon” in the series’ lore] dog, the two start to make their way up the castle. Unfortunately, there were many obstacles that needed to be overcome and the cost of development was deemed too expensive.” Kawamura added he was very sorry and “even ashamed” that Mikami had to step in and scrap this version.^{*[51]} After this attempt, the last cancelled revision featured classic zombies again. However, it was discontinued after few months, and before it was ever shown to the public, as the developers felt it was too formulaic.^{*[23]}

The story of the Progenitor Virus was eventually covered in *Resident Evil 5* and the Spencer Estate became the setting for *Resident Evil 5 DLC* pack “Lost in Nightmares” (featuring Chris Redfield and Jill Valentine^{*[52]}).

Final version

Following that, it was decided to change the game’s genre to reinvent the series.^{*[43]} Mikami took over directorial duties from Shibata and began working on the version that was released.^{*[53]} In a later interview, he mentioned that he was put under enormous pressure by Capcom, threatened with the series’ cancellation if the game had not sold well.^{*[54]} According to the game’s producer Hiroyuki Kobayashi,^{*[53]} the development team felt depressed and were hard to motivate after the focus of the game shifted from horror to action.^{*[38]} Although Mikami demanded the camera system to be completely revised, the staff members had reservations about making big changes to the series he had created.^{*[55]} Eventually, he intervened, explained his proposed changes, and wrote a new story for the title that, unlike previous installments, was not centered on the company Umbrella.^{*[55]}^{*[56]}^{*[57]} Inspired by *Onimusha 3: Demon Siege*, a game Mikami had enjoyed playing but felt could have been better with a different view, he decided to place the camera behind the playable character.^{*[58]} To go along with the new gameplay and story, a new type of enemy called “Ganado” was created, as opposed to using the undead creatures from previous *Resident Evil* games.^{*[57]} Furthermore, producers expended additional detail to modify and update characters that had previously appeared in the series. In a documentary explaining the conception of the game’s characters, a game designer stated he intended to make Leon Kennedy “look tougher, but also cool”.^{*[59]}

The game’s English voice actors recorded their parts in four sessions, over three to four months.^{*[60]} Capcom as-

signed Shinsaku Ohara as the game's script translator and voice over coordinator.* [61] Carolyn Lawrence, who provided the voice for Ashley Graham, described her character as "vulnerable, because Leon has to come to her rescue all the time".* [60] She also described Kennedy's character as "more brawn, perhaps, than brain".* [60] In addition to the voice acting, the game's designer detailed each cinematic sequence so that each character's facial expressions matched the tone of their voice actor.* [59]

Along with *Resident Evil: Dead Aim* and *Resident Evil Outbreak*, two side story titles that did not fall under the exclusive policy, it was announced on October 31, 2004 that *Resident Evil 4* would come to the PlayStation 2 in 2005, citing increased profit, changing market conditions, and increased consumer satisfaction as the key reasons. The PlayStation 2 version included new features, primarily a new subgame featuring Ada Wong. On February 1, 2006, Ubisoft announced that they would be publishing the game on the PC for Microsoft Windows.* [62] On April 4, 2007, a Wii version was announced, and was launched later in the year. The game features all of the extras in the PS2 version, along with other additions, including a trailer for *Resident Evil: The Umbrella Chronicles*.* [63]* [64]

3.6.4 Release

The original version for the GameCube featured two different collector's editions of the game. The first was available as a pre-order that included the game, *Prologue* art book and a T-shirt. GameStop offered another limited edition that was packaged in a tin box with the art book, a cel of Leon, and a soundtrack CD.* [65] Australia received an exclusive collector's edition that came with the game and a bonus disc with interviews and creator's footage.* [66]

Ports

Resident Evil 4 was ported to the PlayStation 2 after Capcom stated that it did not fall under the exclusivity deal with Nintendo. It was released in North America on October 25, 2005. The largest addition to the game is "Separate Ways", a new scenario for Ada written by Haruo Murata.* [61] The port was later included with *Resident Evil Code: Veronica X* and *Resident Evil Outbreak* as part of the compilation *Resident Evil: The Essentials*.* [67] The PlayStation 2 version featured two standard and collector's bundles from pre-orders. The standard package included the game and a t-shirt, while the collector's bundle included the game, a t-shirt, a figurine of Leon, and the soundtrack *Biohazard Sound Chronicle Best Track Box*. This quickly sold out, and a second pressing was released that included an Ada figurine. Another, called the *Resident Evil 4: Premium Edition*, was packaged in a Steel-Book media case, along with the art book, a documentary

DVD, and a cel art of Ada.* [68]

A PC port of *Resident Evil 4* developed by Sourcenext was first released in Hong Kong on February 1, 2007, published by Typhoon Games. It was later released in Europe, North America and Australia in March 2007 and was published by Ubisoft. The port contains the bonus features from the PS2 version, such as "Separate Ways", the P.R.L. 412 laser cannon and a second set of unlockable costumes for Leon and Ashley, as well as an Easy difficulty level. It also supports multiple widescreen resolutions.* [69] The shadow and lighting issues were fixed in the first and only patch for the game, Version 1.10.* [70]

Resident Evil 4: Wii Edition was released for the Wii on May 31, 2007 in Japan and on June 19, 2007 in the United States. It features updated controls that utilize the pointing and motion-sensing abilities of the Wii Remote and Nunchuk, though both the GameCube controller and the Classic Controller are also supported.* [64] The Wii Remote is able to aim and shoot anywhere on the screen with a reticle that replaces the laser sight found in the other versions, and motion-based gestures are used to perform some context-sensitive actions, such as dodging or slashing Leon's knife. The *Wii Edition* also includes the extra content from the PS2 and PC versions, and a trailer for *Resident Evil: The Umbrella Chronicles*.* [63]

Resident Evil 4: Mobile Edition was released in Japan for au's BREW 4.0 on February 1, 2008. It was first announced by Capcom at TGS 2007.* [71] Differences from the original include changing the flow of the story from being continuous to being divided into sections such as "Village", "Ravene", "Fortress" and "Subterranean Tunnel". There is also a more challenging Mercenary Mode.* [72]* [73] The game uses the MascotCapsule eruption engine* [74] and was adapted to the Zeebo and iOS platforms.* [75]* [76] On July 13, 2009, without any formal announcement, *Resident Evil 4: Mobile Edition* was released by Capcom for the iOS platform via the App Store in Japan, but was quickly removed,* [77]* [78] though some players were able to purchase and download the game. The game has since been officially released in Japan and North America.* [76] Later, Capcom made an update that had different difficulty levels and highscores. Recently, Capcom released a new separate version called *Resident Evil 4 for Beginners*, which offers the first two levels (three counting a training level) of both Story Mode and Mercenary Mode. However, the rest of the levels are available for purchase in-game as downloadable content. Due to the release of the iPad, Capcom recreated the iPhone version of *Resident Evil 4: Mobile Edition* and updated it to HD graphics as *Resident Evil 4: iPad Edition*.* [79]

On March 23, 2011, high definition remastered versions of both *Resident Evil Code: Veronica* and *Resident Evil 4* were announced to be in development for the Xbox 360 and PlayStation 3, as part of the *Resident Evil: Revival Selection* series.* [80] The ports are to feature all the

bonus content from the previous releases, including “Separate Ways”. On July 23, 2011 Capcom announced at Comic-Con 2011 that Resident Evil 4 would be released on September 20, 2011*[81] for the PlayStation Network and Xbox Live Games on Demand.*[82] In Japan, *Resident Evil 4* and *Resident Evil Code: Veronica* were released on a single disc with the title *Biohazard Revival Selection* on September 8, 2011.*[83] For North America and Europe, both titles, including *Resident Evil 4 HD*, were only released as downloads on Xbox Live Games on Demand and PlayStation Network.*[84] On February 27, 2014, Capcom released *Resident Evil 4 Ultimate HD Edition* for Microsoft Windows. The port features improved graphics and many other enhancements that were included in *Resident Evil 4 HD*.

Merchandise

An album titled *Biohazard 4 Original Soundtrack*, bearing the catalog number CPCA-10126~7, was released in Japan on December 22, 2005, for the retail price of ¥2,500. It contains 62 compositions from the game and the 48-page *Visual Booklet* with liner notes from composers Shusaku Uchiyama and Misao Sembogi.*[85] Other merchandise for the game included figures by McFarlane Toys,*[86]*[87] NECA*[88] and Hot Toys.*[89] Agatsuma Entertainment has also created various miniature collectibles based on several main characters and enemies from *Resident Evil 4*.*[90] Two special controllers designed to resemble chainsaws were designed by NubyTech for use with the game's GameCube and PlayStation 2 versions.*[91]

3.6.5 Reception

Sales

The Nintendo GameCube version sold over 320,000 copies in North America during the first twenty days. The European release sold its entire 200,000 units during the first month. By January 2006, over 3,000,000 copies of the GameCube and PlayStation 2 versions had been shipped worldwide.*[92] According to January 17, 2007 sales figures provided by Capcom, the GameCube version of *Resident Evil 4* has sold a total of 1.6 million units worldwide, while the PS2 version has sold over 2 million units.*[93] As of September 30, 2011, the PS2 version has sold 2.2 million units and the *Wii Edition* has sold 1.9 million units.*[94] According to Capcom's Platinum Titles list, the game has sold 5.9 million units across all formats, making it the fourth biggest-selling *Resident Evil* title and for which it holds the record for “Best-Selling Survival Horror Game” in the 2012 *Guinness World Records Gamer's Edition*.*[95]

Reviews

Resident Evil 4 was critically acclaimed and received an overall score of 96/100 on Metacritic for the GameCube and PlayStation 2 versions.*[119]*[121] In addition to the gameplay, the characters and story generally received positive commentary, leading to the finished product being deemed by most as one of the best video games ever made. GameSpot's Greg Kasavin praised the game's voice acting, but claimed that it was betrayed by “some uncharacteristically goofy dialogue”.*[99] Yahoo! Games' Adam Pavlacka and GameSpot's Kevin VanOrd acclaimed Capcom for adding great amounts of detail to the game's characters.*[102]*[125] IGN's Matt Casamassina went into further detail in his review for *Resident Evil 4*, praising not only the detailed character design, but also the fight choreography and three-dimensional modeling within cinematic sequences.*[107] Casamassina also complimented the game's voice actors, especially Paul Mercier (Leon), commenting, “For once, the characters are believable because Capcom has hired competent actors to supply their voices. Leon in particular is very well produced”.*[107] IGN and *Nintendo Power* specifically recognized *Resident Evil 4*'s character design and voice acting. The increased variety of weapons has been praised by gaming publications such as *GamePro**[126] and Game Over Online.*[127] The makers of *Resident Evil 4* worked on various innovations associated with the use and inventory of weapons.*[128] Game Over stated that players can use the vast array of weapons to “go for headshots now”.*[127] *Game Informer* stated that ammunition is more plentiful in *Resident Evil 4* than in other games in the series, making the game more action-oriented.*[129]

The ratings of the PC port were not as high as for the other versions. It was heavily criticized for no mouse support and frustrating keyboard controls, low-quality FMV cut scenes, choppy graphics rendering (lacks shadows and proper lighting) and requiring a gamepad controller for more precise aiming and gameplay. Despite the issues, the game still received positive reviews from IGN and GameSpot that praised the gameplay.*[100]*[108] Japanese game magazine *Famitsu* reviewed the Wii version of the game, with two editors giving the game a perfect 10 score, and the remaining pair giving it a 9, resulting in a score of 38 out of 40. The reviewers noted that the game's improved controls offer something fresh and different. Multiple reviewers agreed that even those who own the original will find something fun and enjoyable in this version.*[98] British magazine *NGamer* gave the *Wii Edition* a score of 96%,*[124] slightly lower than the 97% given to the GameCube version. They praised the visuals, controls and features and commented on the fact that such an “exceptional package” was on sale for a low price; however, when writing about the Wii controls, they said “if you've played the GC version this won't be as special”. *Official Nintendo Magazine* gave the Wii version 94%, 3% less than the original due to it simply

not having the same impact it did back then.*[130] IGN praised the Wii version, stating it is the superior edition, but does not push the Wii like it did with GameCube and PS2.*[111] GameSpot praised the new controls of the *Wii Edition*, but commented on the lack of exclusive Wii features.*[102] *Hyper*'s Jonti Davies commended *Resident Evil 4: Wii Edition* for its "visual improvements" but criticized it for having "no new content".*[131] The PS3 version of *Resident Evil 4 HD* received a score of 9.0 from Destructoid, which called it "a hallmark of excellence".*[132]

In their October 2013 issue, *Edge Magazine* retroactively awarded the game ten out of ten, one of only twenty-three games to achieve that perfect score in the magazine's twenty-year history.*[133]

Awards

The game has received several awards from various organizations from various video game websites. It was named *Game of the Year* at the 2005 *Spike Video Game Awards*.*[134] *Nintendo Power* also named it their 2005 Game of the Year.*[112] *Game Informer* named it their 2005 Game of the Year as well.*[135] It tied with *Kingdom Hearts II* as *Famitsu*'s Game of the Year 2005.*[136] *Nintendo Power* acknowledged the title's voice acting in its 2005 *Nintendo Power Awards*,*[137] while *IGN* gave the game the "Best Artistic Design" award in its the "Best of 2005" segment.*[138] The International Game Developers Association nominated *Resident Evil 4* for their best "Visual Arts" award,*[139] but lost the award to Sony's *Shadow of the Colossus*.*[140]

Resident Evil 4 is often considered one of the best video games of all time. *Nintendo Power* ranked it as number one top best GameCube games of all time" in 2005*|[112] and also ranked it second on their list of the best games of the 2000s in 2010.*[141] In 2008, *Resident Evil 4* was also ranked first place in the list of the best video games of all time according to the readers of *IGN*.*[142] In 2009, *Game Informer* ranked *Resident Evil 4* number one on their list of top GameCube games*[143] and number three on their list of top PlayStation 2 games.*[144] *ScrewAttack* named *Resident Evil 4* the best GameCube game of all time,*[145] while *GamePro* ranked it as the second best game for the PS2.*[146] In 2010, the readers of *PlayStation Official Magazine* voted it the 10th greatest PlayStation title ever released.*[147] In 2007, *Edge* ranked the game at second place in its list of top games of all time, behind only *The Legend of Zelda: Ocarina of Time*.*[148] That same year, the G4 TV show *X-Play* named it the 21st top video game of all time, calling it "a modern horror masterpiece."*[149]

3.6.6 Impact

Resident Evil 4 is regarded as one of the most influential games of the 2000s decade, due to its influence in redefining the third-person shooter genre*|[150] by introducing a "reliance on offset camera angles that fail to obscure the action".*[151] The new gameplay alterations and immersive style appealed to many not previously familiar with the series.*[152] The over-the-shoulder viewpoint introduced in *Resident Evil 4* has later become standard in third-person shooters, including titles ranging from *Gears of War* to *Batman: Arkham Asylum*.*[150] It has also become a standard "precision aim" feature for action games in general, with examples ranging from *Dead Space* and *Grand Theft Auto* to the *Ratchet & Clank Future* series.*[153]

Resident Evil 4 also attempted to redefine the survival horror genre by emphasizing reflexes and precision aiming,*[154] thus broadening the gameplay of the series with elements from the wider action game genre.*[155] However, this also led some reviewers to suggest that the *Resident Evil* series had abandoned the survival horror genre,*[156]*[157] by demolishing the genre conventions that it had established.*[158] Other major survival horror series followed suit, by developing their combat systems to feature more action, such as *Silent Hill Homecoming**[156] and the 2008 version of *Alone in the Dark*.*[159] These changes represent an overall trend among console games shifting towards visceral action gameplay.*[160] While working on *The Last of Us*, *Naughty Dog* took cues from *Resident Evil 4*, particularly the tension and action.*[161]

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3.6.8 External links

- Official website (English)
- Official website (GameCube) (English) (French) (German) (Italian) (Spanish) (Dutch)
- Official website (PlayStation 2) (English) (French) (German)
- *Resident Evil 4* at MobyGames
- *Resident Evil 4* at the Internet Movie Database

3.7 Resident Evil 5

Resident Evil 5, known in Japan as *Biohazard 5* (バイオハザード 5 Baiohazādo 5), is a third-person shooter video game developed and published by Capcom. The game is the seventh installment in the *Resident Evil* series. It was released on March 5, 2009 in Japan and on March 13, 2009 in North America and Europe for the PlayStation 3 and Xbox 360 and September 2009 for Microsoft Windows.

The plot of *Resident Evil 5* revolves around Chris Redfield and Sheva Alomar's investigation of a terrorist threat in Kijuju, a fictional region in Africa. Chris soon finds he has to confront his past in the shape of old enemy Albert Wesker.

The game was announced in 2005, the same year that its predecessor *Resident Evil 4* was released, with several staff members from that game and the original *Resident Evil* being involved. Employed in the game for the first time was the use of motion capture for cutscenes, making the characters' movements more realistic. Its gameplay was kept similar to the previous installment, though the game's producer Jun Takeuchi said that some thematics from the original game were used.

Resident Evil 5 was released on all its platforms in 2009, eventually outselling its predecessor and becoming the best-selling single game of the franchise. The sequel to the game, *Resident Evil 6*, was released in 2012.

3.7.1 Gameplay



Chris and Sheva battling a group of enemies

The player can control Chris Redfield or Sheva Alomar,^[4] from an over-the-shoulder perspective. The game's environment plays a significant role.^[4] Instead of zombies, the game's humanoid enemies are called "Majini", meaning "evil spirit" in Swahili.^[5] They bear many resemblances to the Ganados of *Resident Evil 4*, because they speak, run, dodge and wield weapons.^[4] There are several varieties of the handgun, shotgun, sub-machine gun, assault rifle and rifle to choose from.^[6] The player can only equip weapons and items in the midst of gameplay (the game still runs real-time as the player manipulates the inventory), as opposed to the game pausing.

Resident Evil 5's main story mode can be played with two players, in a co-operative multiplayer online mode. The feature will allow players to enter or leave any time during the game. Players will not always stick together, and can be separated at points during the gameplay.^[7] However, if one player were to have critical health, only their partner can resuscitate them. An offline co-op mode is also in the game with the same co-op experience offered by the online co-op mode, only with two local players controlling the action in split screen or by a system link.^[8]

A version of the Mercenaries minigame, which debuted in *Resident Evil 4*, is present in *Resident Evil 5*.^[7] At launch, the multiplayer mode in the minigame was offline only, but a launch day patch gave the game online multiplayer modes as well.^[9]

3.7.2 Plot

Setting

The game is a direct sequel to the *Resident Evil* series,^[10] and continues chronologically after *Resident Evil 4*.^[11] The player characters and protagonists are

Chris Redfield and Sheva Alomar,^[4] and the game takes place in 2009, eleven years after the events of the original *Resident Evil*.

During the game's events, Chris is a member of a group known as Bioterrorism Security Assessment Alliance (BSAA), and is sent to investigate a terrorist bio-organic weapon (BOW) threat in an African desert area in Kijuju, that serves as the game's setting.^[4] The antagonists of the game include Albert Wesker, a reoccurring character in the series, and Excella Gionne, a relative of the Tricell Pharmaceutical Company's founder, who operates the company's African branch.^[12] Ozwell E. Spencer, the founder of Umbrella Corporation and a key figure in the background story of the series since the original *Resident Evil*, is also included in a flashback.^[13]

Story

Five years after the events of *Resident Evil 4*, Chris Redfield, a former S.T.A.R.S member and now part of the BSAA, is dispatched to Kijuju, Africa to work with Sheva Alomar to apprehend Ricardo Irving before he can sell a BOW on the black market. Upon arriving, they discover the locals have been converted by parasites into Majini, and that the members of the BSAA's Alpha team have been killed. Chris and Sheva are rescued by BSAA's Delta team, whose membership includes Sheva's mentor Josh Stone. In the data provided by Josh, Chris sees a photograph of Jill Valentine, his old partner, presumed dead after a confrontation with Albert Wesker. Chris, Sheva, and Delta team close in on Irving, but he manages to escape with the help of a hooded figure, leaving behind documents that lead Chris and Sheva to oil fields in the marshlands where Irving's deal is to occur. They soon discover this was a diversion created by Irving to allow the deal to take place. Chris and Sheva attempt to regroup with Delta team, but at the rendezvous, find the team slaughtered by a BOW; Sheva cannot find Josh among the bodies. Chris refuses to report to headquarters, revealing his determination to learn if Jill is still alive.

Continuing through the marshlands, they find Josh injured but safe, and with his help track down Irving's boat. Irving injects himself with a variant of the parasite, Las Plagas, and mutates into a colossal octopus-like beast. Chris and Sheva defeat him, and with his dying words, directs the pair to a nearby cave to learn more. The cave, home of the Ndipaya tribe, is the source of the flower used to create the Progenitor virus, which led to the creation of the T- and G-viruses, and has now been used to form a new, incredibly powerful strain called Uroboros. Chris and Sheva find evidence that Tricell, the company funding the BSAA, had taken over a former Umbrella underground laboratory and continued Umbrella's research. In the facility are thousands of capsules holding human test subjects. Chris discovers one of the capsules belongs to Jill, but when they search it, they find the capsule

empty. As they leave, they discover Tricell CEO, Excella Gionne has been plotting with Wesker to unleash a number of missiles with the Uroboros virus across the globe (it is eventually revealed that Wesker hopes to sort out a chosen few from the chaos of infection and rule over them, creating his own new breed of humanity). Chris and Sheva pursue Excella, but are stopped by Wesker and the hooded figure, later revealed to be Jill, enslaved by a mind-control device on her chest. Excella and Wesker escape to a Tricell oil tanker while Chris and Sheva fight Jill, eventually subduing her and removing the device from her chest. After a brief reunion, Jill orders Chris to follow Wesker.

As Chris and Sheva make their way aboard the tanker, they come across Excella, who escapes, but drops a case of syringes. Sheva holds on to a number of them. When Chris and Sheva arrive on the main deck of the tanker, Wesker, through the tanker's intercom, reveals he has betrayed and infected Excella with Uroboros. She mutates into a giant monster which Chris and Sheva eventually defeat. Jill radios in and informs Chris and Sheva that Wesker must regularly take precisely measured doses of a virus to maintain his superhuman strength and speed; a larger or smaller dose would act as poison for him. Sheva then realizes the syringes she recovered from Excella are doses of that drug. Chris and Sheva follow Wesker to a bomber aboard the tanker loaded with missiles containing the Uroboros virus. Eventually, the two are able to subdue Wesker long enough to inject him with additional doses. Wesker attempts to escape on the bomber, but is followed by Chris and Sheva who disable the bomber, causing it to crash land in a volcano. An enraged Wesker exposes himself to Uroboros, and pursues Chris and Sheva through the volcano. Chris and Sheva fight and weaken Wesker to the point where he falls into the lava. They are then rescued by a helicopter piloted by Jill and Josh. In his dying breaths, Wesker attempts to drag the helicopter into the volcano, but Chris and Sheva kill him with rocket-propelled grenades,^{*[14]} before he is able to do so. In the final cutscene of the game, Chris ponders whether it is truly worth fighting. He looks at Sheva and Jill and decides that it is worth it in order to live in a world without fear.

3.7.3 Development

Capcom officially announced *Resident Evil 5* on July 20, 2005.^{*[15]} Jun Takeuchi, the director of *Onimusha* and producer of *Lost Planet: Extreme Condition*, took over producer duties from Hiroyuki Kobayashi. Keiji Inafune, who served as promotional producer for *Resident Evil 2* and executive producer for the PlayStation 2 version of *Resident Evil 4*, oversaw the project. In February 2007, members of Capcom's *Clover Studio* were also called upon to help develop the game. However, many developers from the studio moved on to work on the *Resident Evil: The Umbrella Chronicles*, which debuted

for the Wii.^{*[16]*[17]} Several staff members who also worked on the original *Resident Evil* were involved in development.^{*[10]} The game's scenario was written by Haruo Murata and Yoshiaki Hirabayashi, based on a story idea by concept director Kenichi Ueda.^{*[18]} Takeuchi announced the game would utilize the same gameplay model introduced in *Resident Evil 4*, while implementing themes from the original *Resident Evil*.^{*[19]} Tsukasa Takenaka provided additional story background and created the in-game files.^{*[18]}

Resident Evil 5 runs on version 1.4 of Capcom's internally developed *MT Framework* engine.^{*[20]} In a May 2008 interview, Capcom chairman and CEO Kenzo Tsujimoto estimated the game's development costs up to that point at more than 2 billion yen (approx. US\$19.3M).^{*[21]} Working with Hollywood studios, the game's cutscenes were produced by recording both facial motion capture and Automated Dialogue Replacement (ADR) simultaneously.^{*[22]}

On January 21, 2009 *D+PAD Magazine* reported that *Resident Evil 5* would be released with Limited Edition Xbox 360 box art,^{*[23]} pictures of the Limited Edition box claiming to allow 2–16 players to play offline via system link.^{*[23]} Capcom initially responded stating that their “box art isn't lying”, but refused to give any more details.^{*[24]} However, soon after, Capcom issued another statement that contradicted their original response stating that the information on the box art was an error and that the correct number of players supported by system link is only two.^{*[25]}

Music

Kota Suzuki served as the game's lead composer, with additional compositions provided by Hideki Okugawa, Akihiko Narita and Seiko Kobuchi.^{*[18]} His score was electronic, but includes 15 minutes of orchestral music that was recorded at the Newman Scoring Stage at 20th Century Fox Studios in Los Angeles, with a 103-piece ensemble of the Hollywood Studio Symphony. Additional orchestral music and the orchestral arrangements were created by Wataru Hokoyama, who conducted the orchestra himself.^{*[26]} Capcom recorded in Los Angeles because they wanted a Hollywood-style soundtrack that would increase the game's cinematic value and global interest. The game's soundtrack features an original theme song as well as live orchestral music compositions, a first for the game series. The theme song is composed by Kota Suzuki and sung by Oulimata Niang.^{*[27]}

Windows version additions

The Windows version of *Resident Evil 5* features online co-operative play like the console versions and also takes advantage of Nvidia's new GeForce 3D Vision technology.^{*[28]} The PC version comes with exclusive content,

such as additional costumes (which have since been made available on consoles as [downloadable content](#)) and a new mode in the Mercenaries minigame, *No Mercy*. *Resident Evil 5* was released on the September 15 and 18 2009 in North America and Europe respectively, to moderate critical praise. This has been preceded by a benchmark tool release for both system performance evaluation as well as to test the new 3D technology which is implemented in all the cutscenes within the game.* [29]

3.7.4 Gold Edition and downloadable content

Shortly before the release of *Resident Evil 5*, it was announced that a competitive multiplayer mode, titled Versus, would be available for download in the coming weeks.* [30] It was later announced that the content would cost less in Japan than in the rest of the world, but that the release date for Japan had been pushed back to April 9, 2009.* [31] Versus became available to download in Europe and North America on April 7, 2009 on both the [Xbox Live Marketplace](#) and the [PlayStation Network](#).* [32] The Versus content contains two different online game types: “Slayers”, a point-based game that challenges players to kill Majini, and “Survivors”, where players must hunt each other while dodging attacking Majini. Players may also play Team Survivors or Team Slayers in which there are four players, two on each side. Versus is a four player, online only mode.* [32]

During [Sony's](#) press conference at the [Tokyo Game Show](#) 2009, Capcom announced that *Biohazard 5: Alternative Edition* would be released in Japan in Spring 2010 exclusively for the [PlayStation 3](#). This version includes a new scenario titled “Lost in Nightmares”, where protagonists Chris Redfield and Jill Valentine infiltrate one of Spencer's estates in 2006.* [33]* [34]* [35] Capcom also announced that the new content will be released in downloadable content (DLC) format for Australia, Europe and America.* [36]

A western version of *Biohazard 5: Alternative Edition* was released for the [Xbox 360](#) and [PlayStation 3](#) in the form of *Resident Evil 5: Gold Edition*. *Gold Edition* includes the “Lost in Nightmares” episode. *Gold Edition* includes another campaign expansion episode, “Desperate Escape”, where players control Josh Stone and Jill Valentine as they journey to assist Chris and Sheva.* [37] *Gold Edition* also includes the previously released Versus mode DLC, four new costumes, and an alternate Mercenaries mode, the Mercenaries Reunion, featuring eight new playable characters as well as new items and a time placement for the Mercenaries levels.

On December 10, 2009, the first two Mercenaries Reunion mode characters were revealed: Warrior Chris and Fairytale Sheva.* [38] On December 16, [Famitsu](#) magazine revealed the first screenshots of the “Desperate Escape” episode, as well as three more characters for

Mercenaries Reunion: Heavy Metal Chris, Business Suit Sheva and Josh Stone.* [39] Excella Gionne is also a playable character in this mode.* [40] Rebecca Chambers and Barry Burton are the guest playable characters from the earlier games in the series.* [41]

Alternatively, for those who did not purchase the *Gold Edition*, both episodes as well as both costume packs are available as DLC, with two of the eight new Mercenaries Reunion characters bundled with each downloadable item. This means that by buying all five sets of DLC, players own all of the content on the disc. However, this only applies to the [PlayStation 3](#) version, due to the fact that the [Xbox 360](#) version contains no DLC on the disc. The [Xbox 360](#) version comes with a download token, allowing for a free download of all of the DLC while the [PlayStation 3](#) version has all of the new content on disc.* [42]

The disc was released in the United States on March 9, 2010, and in Europe on March 12. The DLC release dates were as follows: “Lost in Nightmares” and the first costume pack were available for download on February 17, 2011, for the [Xbox 360](#) and February 18 for the [PlayStation 3](#), while “Desperate Escape”, the second episode, and costume pack were released on March 3 for the [Xbox 360](#) and March 4 for [PlayStation 3](#).* [42] On November 7, 2012, *Resident Evil 5: Gold Edition* was put onto [PlayStation Network](#) as a free download for [PlayStation Plus](#) users for the month of November.

3.7.5 PlayStation Move support

During [Sony's](#) press conference at [Tokyo Game Show](#) 2009, Capcom announced that *Biohazard 5: Alternative Edition* would be released in Japan in Spring 2010 for the [PlayStation 3](#). During that same press conference it was also announced that this new version would feature support for the [PlayStation Move](#) and the game was demoed using the controller. It was confirmed that the original versions of both *Biohazard 5* and the western *Resident Evil 5* would not feature motion controller support. Only the *Gold Edition* is Move-compatible, with a patch released September 14, 2010.* [42]

3.7.6 Marketing

Capcom revealed a brief trailer for *Resident Evil 5* at E3 2007.* [43]* [43] The full E3 trailer for the game became available on the [Xbox Live Marketplace](#) and the [PlayStation Network Store](#) on July 26, 2007.* [4]* [44] The April 2008 issue of [Famitsu Wave](#) was bundled with a DVD containing a preview of the game. Takeuchi gave new information on the game and showed new game-play footage. A new trailer shown at Captivate '08 media summit debuted on [Spike TV's](#) show *Gametrailers TV*, on May 31, 2008, as well as the [GameTrailers](#) website.* [45]* [46] A playable [demo](#) of the game was released in Japan on December 5, 2008 for the [Xbox 360](#).* [47]

The demo was later released in North America and Europe for the Xbox 360 on January 26, 2009, and on February 2, 2009 for the PlayStation 3.*[48] Microsoft released a limited edition red Xbox 360 Elite console that was sold along with the game. This bundle included a *Resident Evil* Premium Theme for the Xbox 360 Dashboard and a voucher for *Super Street Fighter II Turbo HD Remix* over Xbox Live. In the Netherlands the limited edition of the Xbox 360 Elite that was packaged with *Resident Evil 5* was black instead of red.

PlayStation Home

Capcom has released a dedicated Game Space for the PlayStation 3's online community-based service, **PlayStation Home**. This space is called the *Resident Evil 5 "Studio Lot"* (or *Biohazard 5 "Film Studio"* for Japan) and is themed around the in-game opening location of Kijuju. The lounge offers *Resident Evil 5*-related items, a variety of events, a full game launching support feature, and is the first Home space to offer an in-lounge shop. Some areas in the space are only available to users who own *Resident Evil 5*. This space is available to all regions of PlayStation Home and was released on March 5, 2009.*[49] *Resident Evil 5* also supports Home rewards, such as Chris Redfield, Sheva Alomar, Jill Valentine and Albert Wesker ornaments for achieving certain trophies.

3.7.7 Reception

Downloads and sales

The downloadable demo of *Resident Evil 5* exceeded 4 million downloads worldwide during its release on the PlayStation Store and **Xbox Live** services, with over 1.8 million of these downloads taking place in the first three days.*[64] The PlayStation 3 version of *Resident Evil 5* was the top-selling game in Japan in the two weeks following its release, with 319,590 units sold.*[65] *Resident Evil 5* became the fastest-selling game in the franchise in the United Kingdom, additionally becoming the biggest Xbox 360 and PlayStation 3 game launch to date in the region.*[66] In France, the game sold 110,555 units during its first week, approximately half of the available stock in the country at the time.*[67] As of 2013, *Resident Evil 5* has sold 6.5 million copies worldwide on the PlayStation 3 and Xbox 360 since launch.*[68]

Reviews

Resident Evil 5 has received generally positive reviews.*[50]*[51]*[52]*[53]*[54]*[55] Corey Cohen of *Official Xbox Magazine* complimented the game's fast pace of action and called the graphics "gorgeous".*[62] The game was acclaimed by Joe Juba and Mark Miller of *Game Informer* who stated it had the best graphics of any

game to date and that the music too helped make enemies come alive.*[59]

Adam Sessler of *X-Play* noted that while the game's graphics were exceptional, the single player AI was hard to play through, and expressed disappointment for the controls he felt were taken from *Resident Evil 4*.*[63] *Edge* also praised *Resident Evil 5*'s gameplay as exhilarating and frantic but criticized the control system.*[57] *IGN*'s Ryan Geddes stated in his review that split screen co-op was very confusing but the game had a surprisingly high replay value.*[61] *GameZone*'s Louis Bedigian wrote: "The fact that *Resident Evil 5* was worth playing through twice in one weekend shows how compelling the gameplay is, and how it's able to rise above a number of disappointing flaws." *[69]

James Mielke of **1UP.com** repeatedly compared *Resident Evil 5* to *Gears of War 2* while criticizing the game's new controls.*[56] Kristan Reed of *Eurogamer* noted that *Resident Evil 5* felt a lot like past games in the franchise and that it is "just like any other third person action shooter".*[58] Steven Hopper of *GameZone* gave the "Lost in Nightmares" DLC an 8/10, stating that "even though the episode is pretty short, there is some good replay value here and the added multiplayer elements are a nice touch. All in all, this is a worthy investment for fans of the original game." *[70]

Allegations of racism



A scene from the E3 trailer depicting Chris firing on infected villagers

Resident Evil 5's 2007 E3 trailer was questioned for its depiction of a white protagonist killing black enemies in a small African village. *Newsweek* editor N'Gai Croal began the criticism, stating, "There was a lot of imagery in that trailer that dovetailed with classic racist imagery." He acknowledged that only the preview had been released.*[71]*[72]

The second trailer for the game, released on May 31, 2008, revealed a more racially diverse group of enemies, as well as Sheva, a BSAA agent*[73] who assists the protagonist.*[74] However, designer Jun Takeuchi denied that complaints about racism had any effect in altering the design of *Resident Evil 5*.*[75] Takeuchi commented

that the game's producers were surprised by the controversy.* [76] In an interview with MTV, he explained that Capcom's staff is racially diverse, and acknowledged that various cultures may have had different opinions on the trailer.* [76]*[77] In an interview with *Computer and Video Games*, producer Masachika Kawata also commented on the issue, stating, “We can't please everyone. We're in the entertainment business – we're not here to state our political opinion or anything like that. It's unfortunate that some people felt that way.” * [78]*[79]

In Eurogamer's February 2009 preview of *Resident Evil 5*, Dan Whitehead expressed concerns about the controversy the game may generate, stating that “it plays so blatantly into the old clichés of the dangerous 'dark continent' and the primitive lust of its inhabitants that you'd swear the game was written in the 1920s” and “there are even more outrageous and outdated images to be found later in the game, stuff that I was honestly surprised to see in 2009.” The article also states that the addition of the “light-skinned” Sheva “compounds the problem rather than easing it.” *[80]

Glenn Bowman, Senior Lecturer in Social Anthropology at the University of Kent, Canterbury,* [81] has stated that he does not believe *Resident Evil 5* is racist. Bowman added that the game presents an anti-colonial theme.* [82] One particular scene in the game, said to show black men dragging off a screaming white woman,* [80] was submitted for evaluation to the British Board of Film Classification (BBFC), which deemed it not to be racist. Sue Clark, Head of Communications at the BBFC, stated, “We do take racism very seriously, but in this case there is no issue around racism.” *[83]*[84]

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3.7.9 External links

- Official website
- Official website (Japanese)
- Official *Alternate Edition* website (Japanese)
- *Resident Evil 5* at MobyGames

3.8 Resident Evil 6

For the sixth film in the Resident Evil (film series), see Resident Evil: The Final Chapter.

Resident Evil 6, known as *Biohazard 6* (バイオハザード 6 *Baiōhazādo* 6) in Japan, is an action-adventure third-person shooter video game and the ninth installment in the *Resident Evil* series, developed and published by *Capcom*. The developers define the game's genre as “dramatic horror”, although promotional materials for the Japanese version (such as the packaging and official website) still classify the game as *survival horror*. It was released for the *PlayStation 3* and *Xbox 360* on October 2, 2012 and for *Microsoft Windows* on March 22, 2013.

The story is told from the perspectives of *Chris Redfield*, a former member and founder of the *BSAA* traumatized by a failed operation; *Leon S. Kennedy*, a *Raccoon City* survivor and agent for the U.S. government; *Jake Muller*, illegitimate son of *Albert Wesker* and associate of *Sherry Birkin*; and *Ada Wong*, a freelance agent framed for the bio-terrorist attacks by *Neo-Umbrella*. They must all confront the force behind a massive bio-terrorist attack with the newly developed C-virus in cities across the world.

Concept development began in 2009, with full development beginning the following year under *Hiroyuki Kobayashi*, who produced *Resident Evil 4*, and eventually grew to have the largest staff so far to work on a *Resident Evil* game. The game has received mixed reviews from critics; it faced both negative reactions to the control problems with the demo and mixed reviews for the drastic shift in gameplay focus for the main game, being a point of both praise and criticism for different review outlets.

3.8.1 Gameplay

Resident Evil 6 allows players to select between four scenarios with connected storylines, each with their own intentionally different design. Each scenario follows one of four main protagonists - *Leon S. Kennedy*, *Chris Redfield*, *Jake Muller* and *Ada Wong*. The player characters from each scenario will have their own partners which are controlled by either the computer AI or another human player via local or online multiplayer. When playing in single player, the player can allow another player to join in



A screenshot of Agent Hunt. Here, a player plays the role of an enemy such as a J'avo armed with a machete while engaging another player playing as Sherry Birkin.

online at any time and inventories are now kept separate from each other.*[5] The game also features the Mercenaries mode, where players fight hordes of enemies, and the Agent Hunt mode which allows players to take control of random enemies in other people's games.

Players can pick up items quickly and change weapons in real time. Players are also able to move while aiming their firearms. A new feature comes in the form of tablets, in which players can recover health at the push of a button. More tablets can be produced by locating herbs. By finding various herbs and saving them before converting, more tablets can be obtained from them. If one player runs out of health, that player will have a short time to try and defend him/herself while his partner attempts to revive them. If either player is killed, gameplay resumes at the last checkpoint. The game has several primary enemies, including zombies and the newly introduced J'avo. Unlike zombies, J'avo are able to interact with each other to plan an attack, use weapons, and heal themselves.*[6] Certain enemies drop skill points when killed, which can be picked up and spent on upgrades such as increased weapon effectiveness or specific ammunition drops. Players can equip three of these upgrades which apply to all the campaigns. There are set piece events that require different approaches, such as shooting at zombies, prying through a door, and attempting to locate keys in a vehicle.*[7]

3.8.2 Plot

On December 24, 2012, Jake Muller, a mercenary of the fictional South-Slavic Edonian Liberation Army and son of late bio-terrorist Albert Wesker, flees from the authorities during a bio-terrorist attack. He partners up with Division of Security Operations (DSO) agent and Raccoon City survivor Sherry Birkin, who was sent to Edonia to ensure that Jake escapes safely from the country so his blood can be tested for anti-bodies for the newly developed C-Virus. At the same time, Bio-terrorism Security Assessment Alliance (BSAA) Captain Chris Redfield and his team, including sniper Piers Nivans and demolitions expert Finn Macauley fight against rebels infected with the C-Virus (referred to as "J'avo") and two large

B.O.W.'s referred to as "Ogromans". However, they are attacked by a Neo-Umbrella agent that refers to herself as Ada Wong, who kills most of the BSAA members using a device that injects them with the C-virus turning them into monsters, except Chris and Piers. The aftermath causes Chris to go into self-imposed exile, being afflicted with post-traumatic amnesia. Meanwhile, Sherry and Jake's extraction from Edonia by the BSAA is sabotaged by a BOW codenamed 'Ustanak', forcing the pair to crash into the mountains, eventually leading to their capture by Ada.

On June 29, 2013, U.S. President Adam Benford has decided to officially reveal the truth behind the 1998 Raccoon City incident and the U.S. federal government's dealings with Umbrella, believing that it will curb the current resurgence in bio-terrorist activity.*[8] By the President's side is his friend, DSO agent and Raccoon City survivor Leon S. Kennedy and United States Secret Service agent Helena Harper, but when the venue becomes host to another bio-terrorist attack, Leon is forced to face the infected and mutated President, and kill him.*[9] Helena leads Leon to the Tall Oaks Cathedral amidst the zombie outbreak to rescue her sister, Deborah. By the time the pair reaches Deborah, she had already been infected with the C-virus, and the pair are forced to kill her. Along the way, the two encounter Ada, and Helena then discloses to Leon that she was blackmailed by National Security Advisor Derek C. Simmons, into aiding the assassination of Benford. She also discloses Simmons's affiliation with Neo-Umbrella. Shortly after escaping the Cathedral, Tall Oaks is destroyed by an airstrike. Leon and Helena then decide to pursue Simmons into Lanshiang, China (the city's background is based on Hong Kong) while faking their deaths with aid from Ingrid Hunnigan. Meanwhile, Jake and Sherry manage to escape captivity in Lanshiang after being held captive for 6 months.

At the same time, Chris returns to duty in the BSAA with Piers and a new team, arriving in Lanshiang under the threat of a bio-terrorist attack. Chris recovers from his amnesia and goes on a vendetta against Ada, resulting in mounting casualties for his squad. Chris and Piers corner Ada, until Leon intervenes. After being updated by Leon, Chris and Piers pursue Ada to an aircraft carrier, destroying cruise missiles laden with the C-virus, while an assassin apparently kills Ada. Leon, Helena, Sherry, and Jake confront Simmons over his involvement with the outbreaks, where Sherry covertly hands Jake's medical data to Leon in case of their captivity. Leon and Helena corner Simmons, who has been infected by a J'avo, atop a train, where he confesses to having killed the President to keep him from disclosing the truth behind Raccoon City, which would have led to the U.S. losing its authority. The two temporarily defeat a mutated Simmons while Sherry and Jake are captured once again. While attempting to leave the city, Leon and Helena are warned by Chris that a missile has been launched, but they are too late to stop it. Leon discloses Jake's real identity to Chris and has him

rescue Jake and Sherry in a remote oil platform. With the assistance of Ada, Leon and Helena finally kill Simmons before escaping with evidence proving Simmons's crimes provided by Ada, exonerating Helena.

In the oil platform, Chris and Piers head underground, managing to free Jake and Sherry from captivity before preventing a large-scale BOW attack from the location. When they meet up briefly, Chris reveals to Jake that he was the one who killed his father, but Jake resists the urge to kill him, saying that there are more important things than his want for revenge. Jake and Sherry manage to finally kill 'Ustanak' once and for all during their escape, securing a steady supply of the C-virus vaccine while Chris and Piers fight the host BOW, Haos. Heavily wounded, and in a desperate attempt to save Chris, Piers injects himself with a sample of the C-virus to help turn the tide of the battle, temporarily defeating Haos before evacuating. Aware that the mutation would worsen, Piers sacrifices himself by pushing Chris to an escape pod. After Chris' pod is launched, Haos makes one last attempt to kill Chris but is killed itself by a powerful lightning charge from Piers, which ensures Chris' escape and the destruction of the Neo-Umbrella base.

In Ada's story, it is revealed that the Ada Wong that interacted with Chris and Piers was actually a doppelgänger created by Simmons, a scientist named Carla Radames, and that the real Ada Wong was aiding Leon and Sherry while destroying the Neo-Umbrella lab in Langshiang. Although presumed dead after being shot by one of Simmons' soldiers, Carla tries one last attack against the real Ada, after having injected herself with a powerful dose of the C-virus, but is killed. After aiding Leon and Helena in their battle with Simmons, Ada reaches the lab where her clone was developed and destroys everything. She then receives a call from someone, accepting a new assignment. Meanwhile, Leon and Helena are cleared for duty; Chris remains with the BSAA in command of a new squad, overcoming his guilt; and Sherry continues her duty as a DSO agent, while Jake starts a new life fighting BOWs in an underdeveloped country with his real identity covered up by the BSAA.

3.8.3 Voice Cast

- Matthew Mercer (English) and Toshiyuki Morikawa (Japanese (Special Package DLC)) as Leon S. Kennedy
- Roger Craig Smith (English) and Hiroki Tōchi (Japanese (Special Package DLC)) as Chris Redfield
- Troy Baker (English) and Daisuke Namikawa (Japanese (Special Package DLC)) as Jake Muller
- Courtenay Taylor (English) and Junko Minagawa (Japanese (Special Package DLC)) as Ada Wong and Carla Radames

- Laura Bailey (English) and Mayuki Sako (Japanese (Special Package DLC)) as Helena Harper
- Christopher Emerson (English) and Shuhei Sakaguchi (Japanese (Special Package DLC)) as Piers Nivans
- Eden Riegel (English) and Maaya Sakamoto (Japanese (Special Package DLC)) as Sherry Birkin
- David Lodge (English) and Takayuki Sugō (Japanese (Special Package DLC)) as Derek C. Simmons
- Salli Saffioti (English) and Yū Sugimoto (Japanese (Special Package DLC)) as Ingrid Hunnigan
- Michael Donovan (English) and Katsuhiko Sasaki (Japanese (Special Package DLC)) as President Adam Benford
- Alyson Court as Claire Redfield (Cameo Appearance)
- Yuri Lowenthal as Finn Macauley
- Kate Higgins as Deborah Harper
- Patricia Ja Le as Jill Valentine (Special File)
- DC Douglas as Albert Wesker (Uncredited)

3.8.4 Development

Concept development of the game began soon after the release of *Resident Evil 5*, and began full development in 2010. *Resident Evil 5* producer Jun Takeuchi said that he considered a "completely new system" for *Resident Evil 6*, but later ruled out his involvement with the game.* [10]* [11] In March 2009, co-producer Masachika Kawata stated that the new installment was not decided upon, but that it could take Capcom four to eight years to develop.* [12] Sources familiar with the project indicated that the series would return to its roots and be "brutally scary." * [13]

The development of the game was led by Hiroyuki Kobayashi, who is stated by Capcom to be aiming to "deliver the most impressive *Resident Evil* title ever both in terms of scope and production values." Capcom also noted that the game is meant to be "a giant stride forward in the evolution of the series." * [14] The staff wanted to give the game a new setting with director Eiichiro Sasaki wishing to place it in China. While the country of Edonia was not modelled on any country from Europe, it was given an Eastern European air. The character of Jake was also made to attract new fans.* [15] The game has a development staff of more than 600, making it Capcom's biggest production to date.* [16] In May 2012, Capcom announced they expect the game to sell 7 million copies by the end of this fiscal year.* [17] However they have recently lowered their expectations to 6 million due to the game's reception.* [18]



E3 Expo 2012 Microsoft press event

An official trailer was released on January 19, 2012.*[19] On April 10, 2012, a second trailer was released which detailed the game's plot further, also revealed that the release date has been moved from November 20, 2012 to October 2, 2012.*[20] At Microsoft's press briefing at E3 2012, the first gameplay demonstration was shown, depicting Leon and Helena fighting zombie hordes in China. A playable demo of *Resident Evil 6* was scheduled on PlayStation Network and Xbox Live Marketplace on September 5, 2012.*[21] Capcom later announced that the demo would become available for both Xbox 360 and PlayStation 3 owners on September 18, 2012. Early access to the demo was included with *Dragon's Dogma*.*[21] As a result of criticism of the first demo, Capcom brought a different version of the demo to the San Diego Comic-Con 2012, modifying various parts of its gameplay.*[22] A new playable demo was released on PlayStation Network and Xbox Live Marketplace on September 18, 2012.*[23]

3.8.5 Release

Several stolen copies of the full game, in Polish and English but in German packages, were available for sale in Poland on August 31; one of them was obtained by Polish *NEO Plus* magazine "in one of Poznań stores."*[24] In a later statement, Capcom said this "unfortunate incident" was "limited to a small quantity of stolen copies of the German USK PlayStation 3 version of the game."*[25]

If pre-ordered from EB Games in Australia or the UK PlayStation Network Store, the game includes all three bonus maps for The Mercenaries mode, "Rail Yards", "High Seas Fortress" and "The Catacombs".*[26] In North America, pre-order bonuses are "The Catacombs" from GameStop, the "High Seas Fortress" map from Amazon.com, and the "Rail Yard" map from Best Buy.*[27] EB Games Australia released the game on September 28, prior to its official release date.*[28]

Resident Evil 6 was also contained in *Biohazard Anniversary Package*, a special edition for *Resident Evil*'s seven-

teenth anniversary, that came out in Japan on March 22, 2013.*[29]

Downloadable content

In response to a public backlash over classifying on-disc content as downloadable content (DLC), Capcom released a patch in December 2012 free of charge.*[30] The patch included new camera controls, a new difficulty mode named "No Hope", an option to play Ada's campaign without having to complete the other three, and the addition of an online co-op partner for Ada's campaign simply called "Agent". Unlike any other character in the game, Agent cannot interact with doors and treasure chests; he also disappears when a cutscene is triggered.*[31]

On December 18, 2012, new multiplayer downloadable content (DLC) was released. There are three new multiplayer modes: "Predator", "Survivors" and "Onslaught". Predator mode is a series of quick fire rounds, up to six players take their turn as the fearsome Ustanak with full access to its weapons, while the others must avoid capture or worse. Human players score points for successful attacks, but lose points for being caught or taken down. The match is over once all have played as the Ustanak, with the participant with the most points crowned as the winner. Survivors mode is *Resident Evil*'s take on the classic solo and team based deathmatch mode. Survivors is available for two to six players. Onslaught is a two player mode where each must clear waves of oncoming enemies. The twist comes when a player completes a combo chain as this will send enemies over to their opponent's screen.*[32]

On April 4, 2013, a *Left 4 Dead 2* crossover DLC was released for the PC version, adding the main characters and two monsters from *Left 4 Dead 2* to the PC-exclusive The Mercenaries: No Mercy mode in *Resident Evil 6*. Various weapons, characters, and monsters from *Resident Evil 6* have also been added as optionally-downloadable replacement skins on the PC version of *Left 4 Dead 2*.*[33]*[34]

3.8.6 Online events

Capcom provides a free web service called Resident Evil.Net which offers online game events, detailed player statistics and unlock-able game and web items for *Resident Evil 6* and *Resident Evil: Revelations*, which players can earn with Resident Evil skill points through synchronizing their gaming platform with the service.*[35]

3.8.7 Reception

Resident Evil 6 has been met with mixed reception from critics. Aggregating review websites GameRankings and Metacritic gave the PlayStation 3 version 73.55%

and 74/100, *[36]*[39] the PC version 69.67% and 69/100*[37]*[40] and the Xbox 360 version 69.03% and 67/100.*[38]*[41] *PlayStation: The Official Magazine* praised the story and marking the game and the experience as “an unforgettable one.” Similarly, *Game Informer* said “The game's minor flaws don't hold back the decadent experience from being an unhinged, flaming rollercoaster ride.” *[4] *Official Xbox Magazine UK* concluded their review calling it “an accomplished shooter on the whole, and a fittingly thunderous send-off for current gen *Resident Evil*”, praising the length and variety of the game.*[50] *GameTrailers* noted the shift away from the style and tone of past games in the series yet still praised the overall direction, stating that with the “old identity stripped away you've left with a massive action game that tends to check all the boxes instead of creating new ones, yet measured against its contemporaries it remains near the top of its class.” *[47] IGN was favorable toward the technical and artistic design of the game, with “some of Capcom's greatest successes [...] incredibly strong world, lighting, and creature designs”, noting the new enemies as “some of the best designs and concepts in the history of the franchise.” *[53] *GamesRadar* praised the improvements to the controls over its predecessor with “an emphasis is placed on fluidity and movement--a massive departure from the tank-like controls of previous games” but did criticize the cover system “that never seems to work right (but, thankfully, is never really necessary).” *[3] *The Escapist* also praised the improved AI companion that “does a decent job of backing you up and taking the fight to the enemy rather than just standing by”, however also disliked the cover system, calling it “the most forgettable new feature of the game.” *[52]

Eurogamer was divided over the campaigns, calling Leon's “the strongest” and “the closest we get to the series' survival horror roots”, along with Ada's as having “diverse flavour”. However they felt indifferent to Jake's campaign, which “rarely delights” while calling Chris' “the worst” and “a second-rate, third-person sprint interrupted by endless shootouts with gun-toting grunts and idiotic cut-scene dialogue.” *[43] *Edge* magazine also felt that the chapters noticeably contrasted in quality more than others.*[42] More negative reviews were made by *GameSpot* who concluded “this long, poor sequel is the ultimate test of patience for even the most dedicated”,*[46] and *Destructoid* called *Resident Evil 6* “not just a step back for the series, it's a step back for commonplace, unassuming action-shooters”. *[2]

In an Official PlayStation Blog interview, *Resident Evil 6* executive producer **Hiroyuki Kobayashi** responded to fan criticism shortly after release, noting the creative differences with fans. He stated “the fans and us as creators are the two parents [...] and just like real parents, you're not always going to agree on what is best for raising that child,” going on to say, “we want to make sure that what we do pleases them but the initial reaction might not always be positive. We do listen to the fans but we can't

be beholden to them at every turn or I don't think we'll ever make progress in terms of the series' development.” *[54]*[55]

While Capcom has dubbed the game “dramatic horror”, several critics instead noted the game's departure from **survival horror** genre compared to previous installments. Reviewers like GameSpot and GamesRadar noted that “[the game] is no longer a survival horror game.” *[3]*[46] Destructoid stated that “Capcom has abandoned any pretense of the survival horror genre.” *[2] Many reviewers listed the game's genre simply as “third-person action shooter.” *[2]*[3]*[4]*[46]*[56] *ScrewAttack* included it on their 2012 list of top ten Capcom mistakes.*[57]

Capcom announced that it has shipped 4.5 million copies worldwide, setting a new record for the company.*[58] In October 2012, the game sold 806,000 copies in the United States.*[59] According to Capcom, sales “weakened” following the strong start, with the publisher admitting that the game would not meet their goals, lowering financial projections for their fiscal year as a result.*[60] The game had sold 4.9 million copies by April 2013,*[61] and, by October of the same year, had sold 5.2 million copies worldwide, becoming one of Capcom's best-selling video games.*[62]

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3.8.9 External links

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- NoHopeLeft.com, an alternate reality game promotion of the game
- *Resident Evil 6* at MobyGames

Chapter 4

Survivor series

4.1 Resident Evil: Survivor

Resident Evil Survivor, known in Japan as *Biohazard Gun Survivor* (バイオハザードガンサバイバー *Baiōhazādo Gan Sabaibā*), is a light gun shooter video game developed by TOSE and published by Capcom. It was released on the PlayStation in Japan on January 27, 2000, in Europe on March 31, 2000 and in North America on August 30, 2000.

As the first release of the *Gun Survivor* series, this game was a major departure from the main *Resident Evil* series, substituting the third-person perspective of the previous games to the first-person view. The Japanese and European versions of the game were compatible with Namco's *GunCon/G-Con 45* light gun, making it one of the first off-rail light gun games, whereas light-gun compatibility was removed from the North American release due to shooting games being partly blamed for the motivation of the then-recent *Columbine High School* massacre.*[1]

4.1.1 Gameplay

The player takes control of an amnesiac protagonist, struggling desperately against overwhelming odds to stay alive and uncover his identity. *Survivor*'s gameplay is a combination of first-person shooter and arcade-style light gun game. The player views the environment from the perspective of the character (first person view) and moves the character through the environment with the controller. At the same time, if the player wishes to attack an enemy or destroy an object, they press a button which allows them to control a crosshair on the screen. This crosshair can be moved to any location within the main character's line of sight. When using a light gun, players move around by shooting off screen to move and the side buttons to turn, and point at the screen to shoot enemies.

The game borrows its enemies from *Resident Evil 2*, featuring the *zombie* models from that game, as well as creatures such as Lickers, the Ivy plants, Moth Giants and *Tyrants*. In addition, *Survivor* also reintroduces the original Hunters from the first *Resident Evil* and features two new enemies in the form of the Umbrella Trashesweeper

unit – soldiers armed with machine guns – and the Hypnos T-Type, a new Tyrant model that evolves into different forms. The player's arsenal consists almost entirely of pistols, such as the *Glock 17* and the *CZ75* with unlimited ammo. As the protagonist progresses through the game, the player receives larger weapons to aid in defending against even more dangerous opposition while they make their way through Umbrella's ruined city and shadowy research labs. The game features branching paths that allow the player to determine how the story will unfold and whom they will meet along the way.

4.1.2 Plot

The game takes place after the missile explosion that wiped out the contaminated *Raccoon City*. Not long after this incident, a helicopter crashes on the outskirts of the *Umbrella Corporation*'s private township, located on Sheena Island. The pilot escapes the burning wreckage only to find himself fighting a battle against the living dead, with no memory of his identity or his reasons for being there.

During his quest, *Ark Thompson* (the pilot and protagonist) comes across a man named *Andy Holland*, who knows him as *Vincent Goldman* (the man said to be responsible for the outbreak of T-virus in the island). Due to his knowledge, *Vincent* later became a vehement enemy of *Ark*. Moments after he gets out of the city, he comes across Umbrella's facility, where he meets *Lott* and *Lily Klein*, two siblings whose parents used to work for Umbrella. They misjudge *Ark* because they were made to believe that Umbrella stands for the common good of all people. The two kids run away from *Ark* during their encounter, as he follows the children outside the facility, through the canal system, and eventually to their house. *Ark* finds *Lily* in the house and learns from her that *Lott* had gone to a nearby factory alone to find a way off the island.

Ark, upon learning this, tells *Lily* to stay and take refuge until he comes back with *Lott*. He finds his way to the place and, after encountering many monsters, successfully infiltrates the Umbrella research facility just in time to save *Lott* from a *Hunter*. *Ark* then learns from *Lott* that he is *Ark Thompson*, that he was sent to Sheena Is-

land by Leon S. Kennedy, and that Lott knew who Vincent Goldman really was (at this point, in his amnesia, Ark believed that he really *was* Vincent). But upon this realization, the facility suddenly activates a self-destruct system which will obliterate the island within 10 minutes. Lott tells Ark that there is a railway station within the facility that runs underground. Ark tells Lott to go ahead to the station first and regroup there.

However, along his way to the station, Ark encounters Hypnos T-type Tyrant. He manages to hold it off long enough to make a getaway. Ark reaches the railway station and sees Lott and Lily, safe and waiting for him. Using the railway station, they were able to arrive at a landing zone, where a helicopter waits. But on their way to safety, The Hypnos Tyrant shows up again, in a more mutated form. Ark manages to hold off the beast before joining the children in the helicopter and eventually kill it using the helicopter's missiles. Ark, Lily, and Lott flee from Sheena Island together safely, just as the island self-destructs.

4.1.3 Voice actors

- Patrick Harlan as Ark Thompson
- Colleen Lanki as Lott Klein
- Ruth Hollyman as Lily Klein
- Michael Naishtut as Vincent Goldman
- Walter Roberts as Andy Holland
- Brian-Matt Uhl as U.T. Commander
- Leon s. Kennedy (uncredited)

4.1.4 Reception

The game received generally negative reviews from critics and fans alike and is often considered to be one of the worst games in the *Resident Evil* series. GameRankings gave the game a score of 42.11% out of 100%. Metacritic also gave the game a 39% out of 100%. *Game Informer* lists the game among the worst horror games of all time.*[1]

4.1.5 Legacy

The *Gun Survivor* series was followed by three sequels, which were released for the PlayStation 2 and utilised the G-Con 2 peripheral. *Resident Evil Survivor 2 Code: Veronica* was released for the PlayStation 2 in 2002, based on the characters and enemies of *Resident Evil Code: Veronica*. *Dino Stalker*, a spin-off of the *Dino Crisis* series, was also released in 2002. A fourth game, *Resident Evil: Dead Aim*, was released in 2003.

4.1.6 Notes

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4.1.7 External links

- Official website (Japanese)
- *Resident Evil Survivor* at the Internet Movie Database
- *Resident Evil Survivor* at MobyGames

4.2 Resident Evil: Dead Aim

Resident Evil: Dead Aim, known as *Gun Survivor 4: Biohazard: Heroes Never Die* (ガンサバイバー4 バイオハザードヒーローズ・ネバー ダイ Gan Sabaibā Fō Baiohazādo Hīrōzu Nebā Dai) in Japan, is the fourth release in a series of light gun shooter video games by Capcom. It is also the first in the franchise to feature first-person shooting alongside the third-person movement seen in its predecessors in the *Resident Evil* series. It was developed by Cavia, Inc. with assistance by Capcom's Production Studio 3 and could be released for the PlayStation 2 as the company's then-effective exclusivity contract with Nintendo pertained only to numbered entries in the series.*[1]*[2]

4.2.1 Gameplay

Dead Aim uses a third-person view when moving, but switches to a first-person view when aiming and firing a weapon, with a dot in the center of the screen to help the player aim. It is one of the few *Resident Evil* games that allows the player to move while aiming, and the game also supports the PS2 light gun and USB mouse.

4.2.2 Plot

This game starts on board the Umbrella-owned ocean liner, *Spencer Rain*, which has been infested by the t-Virus stolen from Umbrella's Paris labs by bioterrorist and former-Umbrella employee Morpheus D. Duvall, and its secret B.O.W. cargo intentionally released. Morpheus holds the world hostage, with the US and China at ransom for \$1 billion - if they do not pay the money, his followers will launch missiles from an undisclosed silo with the warheads being replaced with the t-Virus. Bruce McGivern, a member of USSTRATCOM's "Anti-Umbrella Pursuit Investigation Team", a U.S. government task force with the sole purpose of taking down Umbrella, is sent in. Alongside him is Fong Ling, sent by the Chinese MSS. Although they share the same goals and common enemy, their respective governments are against working together.

During Bruce's investigation, he is found by Morpheus and held at gunpoint on the foredeck. A surprise attack by Fong Ling with a grenade allows Bruce to escape into the ship, with Morpheus being injured in the explosion. He later infects himself with the experimental "t+G Virus" in order to avoid an otherwise-fatal wound. After a brief encounter with the mutated Morpheus in the cargo hold, Bruce escapes into engineering with the aid of Fong Ling. Regaining power to parts of the ship and discovering important items, the two gain access to the bridge - with Bruce killing the infected captain in the search - to find that the *Spencer Rain* is on a collision course with a nearby island. Running outside to escape the ship, Bruce is forced to fight Tyrant 091, which had escaped containment before Bruce's encounter with Morpheus. Once it is defeated, Bruce jumps into the ocean and swims to the shore as the liner is destroyed.

Briefly exploring the island, which is shown to contain an abandoned Umbrella facility, Bruce moves down into its waterways in search of Morpheus. Making his way through a series of underwater channels, he discovers that the island was used as a waste disposal facility for failed B.O.W.s until it was recently lost in a biohazardous outbreak. Deeper in the facility, Fong Ling has escaped from "Pluto", a failed experiment which Umbrella lost track of, later rejoining with Morpheus. It is at this point that they discover that the Chinese have given in to Morpheus' demands and have agreed to pay up, arranging for an orbital weapons satellite to kill Fong Ling with a targeted laser device. Bruce correctly deduces that the satellite is tracking a chip in her tattoo, and proceeds to dig it out with a knife. With the chip destroyed, the satellite ceases its attack. The two make their way to a storage facility to transport to the underwater Bio-Sphere where the missile silo is a part of, but Bruce is forced to fight Pluto before he can reach it.

With the Pluto defeated, the two their way down the elevator; Morpheus makes a sudden re-appearance, sending the elevator crashing to the sea floor. The two oper-

atives survive the crash and explore the facility, finding that Morpheus' own bioterrorist organization has already been compromised by another t-Virus outbreak. Fong Ling is captured by Morpheus, who uses her to play a game with Bruce - try to save her, or abandon her to complete the mission. Bruce chooses to save her, allowing Fong Ling to provide logistical support as he searches for the missiles. Unfortunately, a greatly mutated Morpheus prevents him from reaching the missiles in time, though further damage causes the G-mutant to expand to such a size that the missiles simply impact him and explode.

Bruce and Fong Ling are revealed to have escaped the underwater facility's destruction by use of an escape boat floating to the surface. With her own government believing her dead, Fong Long has nowhere to go but the United States; Bruce re-assures her and they kiss as US-STRATCOM sends in a helicopter to pick them up.

4.2.3 Characters

- Bruce McGivern (voiced by Raj Ramayya) - A member of the U.S. Stratcom, McGivern is cocky and brash, and has a tendency to adopt a "shoot first, ask questions later" policy, with little regard for the consequences following his actions. This has often left him in many hostile situations, although in the end, he always somehow comes out on top. McGivern's mission is to destroy the plans of Morpheus Duvall and recover the t-virus.
- Fong Ling - (voiced by Claire O'Connor) - A Chinese intelligence agent employed by the Ministry of State Security, Fong is infamous for her cold and stoic demeanor. Upon learning of her brother's involvement in anti-government activism, Fong arrested him. Following his arrest, Fong's brother was swiftly executed, although she has never questioned the actions of her boss and remains absolutely loyal, stopping at nothing to accomplish her objectives.
- Morpheus D. Duvall (voiced by Angus Waycott) - A former director of an Umbrella waste disposal site, Morpheus was made the company's scapegoat following the initial catastrophic incident which occurred at the Arklay Laboratory in 1998, resulting in the deaths of numerous Umbrella employees and the demise of Raccoon City's elite law enforcement unit, S.T.A.R.S. Morpheus was bitter and vengeful and organized fanatical followers and mercenaries into a terrorist group with a plan to create a new nation in Africa, where beauty ruled. His terrorist group stole three samples of the "t-virus" and hijacked the "Spencer Rain." Insane and ruthless, Morpheus infected everybody aboard the cruiser, including his followers. He is utterly obsessed with beauty and grace, his ultimate ambition being to create a beautiful and elegant world by destroying

the cold and ugly world which exists today. Being **megalomaniacal** and highly **narcissistic**, Morpheus believes himself to be a portrait of perfect beauty and has undergone plastic surgery to maintain his youthful appearance. After being seriously wounded by Ling, Duvall injects himself with the t+G virus.

4.2.4 Development

Gun Survivor 4 Biohazard Heroes Never Die was announced at Fall TGS 2002 as a PlayStation 2 game expected to be released in Japan some time in 2003. Like *Gun Survivor 2*, it was not expected to be released into the United States at the time.*[3]

Capcom's January 15, 2003 press release demonstrated a working build of the game, revealing that, unlike the previous three "*Gun Survivor*" titles, *Gun Survivor 4* (planned to be known as "*Resident Evil: Dead Aim*") to the now-confirmed US and European market) would interchange between 1st and 3rd person camera angles depending on whether or not the player is aiming a weapon. The GunCon 2 light-gun controller was also confirmed to be compatible with the game. The conference expected a June 2003 release date.*[4]

Despite its June release, *Dead Aim* still made an appearance at E3 2003 just a month prior alongside the Nintendo GameCube release of *Resident Evil Code: Veronica X* and *Resident Evil Outbreak*.*[5]

4.2.5 Reception

Dead Aim had a mixed reception. GameSpot gave it a 6.4 saying "It's not the best *Resident Evil* game, and it isn't a stellar light-gun game, but *Dead Aim* creates an interesting, unique hybrid of the two, and that is a commendable feat". IGN gave it a 6.9 praising it as the best in the Gun Survivor series, having stellar graphics, but criticized it for its cheesy dialogue and unoriginal premise. X-Play gave the game a 4/5.

The 2005 crossover game **Namco × Capcom** featured Bruce and Ling as playable characters.

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4.2.7 External links

- *Resident Evil: Dead Aim* at MobyGames

Chapter 5

Outbreak series

5.1 Resident Evil: Outbreak

Resident Evil Outbreak, known as *Biohazard Outbreak* (バイオハザードアウトブレイク *Baiohazādo Outbureiku*) in Japan, is a survival horror video game with online playability for the PlayStation 2. Initially released in 2003,^{*[2]} it was developed by Capcom Production Studio 1 and was the first entry in the *Resident Evil* video game series to feature cooperative gameplay and online multiplayer support,^{*[3]*[4]*[5]} although online support was not available for the PAL versions of the game.

Outbreak was produced by Tsuyoshi Tanaka, and depicts a series of episodic story lines in the fictional location Raccoon City. It was set during the same general time period as *Resident Evil 2* and *Resident Evil 3: Nemesis*. *Outbreak* was followed by a standalone expansion entitled *Resident Evil Outbreak File #2*.

5.1.1 Gameplay



Players can give items to their AI partners and vice versa.

The controls and game play are similar to the *Resident Evil* remake, which was exclusive to the Nintendo Gamecube, with quite a few adjustments. The player chooses a scenario, difficulty level, and a character. The difficulty level is tied to what enemies and items the player encounters as they progress through the scenario. The game has five scenarios, each of which has an event checklist consisting of special actions that the player must perform to

reach 100% completion. Upon doing so the player will unlock “Infinity Mode,” in which all the player’s weapons never break or run out of ammunition.

Each scenario also has “SP” items. These are invisible items hidden throughout the level, and are randomly generated on two paths. There are 20 scenario items for each scenario, and twenty items specific to each character hidden across the five scenarios. If acquired, these items unlock new costumes and the option to listen to their ad-libs.

Players were able to connect to the internet servers using a broadband connection and a network adapter. Account registration and login were required. Once players connected and logged in, they would choose between Free Mode and Scenario Mode. Free Mode took place in a lobby and allowed players to create their own games, scenarios, and difficulty level. Scenario Mode would choose the scenario and players automatically. When a player first started online, they would begin on the “Outbreak” scenario and progress from there. If the player wished to stop playing, they could save their data and restart from the scenario they were up to at the time. If the player had beaten a scenario, they acquired a star next to their name.

Capcom shut down the American servers for *Outbreak* on December 31, 2007, and the Japanese servers on June 30, 2011, ending the online capabilities permanently.

5.1.2 Plot

The beginning of *Outbreak* is set a couple of days after the initial outbreak of the T-virus in Raccoon City, moments before the crisis further escalates into complete chaos. The game starts with the eight characters in J’s Bar, who are unaware of what is happening until a lone zombie wanders into the bar and attacks one of the employees named Will. After that the characters must make it through the city. The game ends in the final moments of the same incident, with the player attempting to escape Raccoon City before the U.S. government launches a missile strike to eliminate the threat posed by the T-virus. The player controls one of eight characters, in order: Kevin Ryman, Mark Wilkins, Jim Chapman, George Hamilton, David King, Alyssa Ashcroft, Yoko Suzuki

and Cindy Lennox, along with numerous supporting characters who can be selected in their place. Game play events transpire across various regions of Raccoon City and span over a period of several days.

There are five individual scenarios in this game, which are not set in chronological order. The first, “Outbreak”, takes place at the beginning of the outbreak, as the police prepare to destroy the zombie horde using explosives. “Below Freezing Point” deals with the events in the former underground laboratory of Umbrella before the events of *Resident Evil 2*, where a rogue virologist, Monica, attempts to steal bio-weapons research and deal with her former co-worker, Yoko Suzuki. “The Hive” involves the survivors taking refuge in the Raccoon General Hospital, which is also featured in *Resident Evil 3: Nemesis*, while it is under assault from a colony of infected leeches. “Hellfire”, set the same day as “Outbreak”, involves a group of survivors fleeing into the Apple Inn hotel that turns out to be on fire and swarming with lickers. The final scenario, “Decisions, Decisions”, regards the survivors’ search for a cure to the T-virus, which sends them to Raccoon City University, where the eight different characters must wisely choose a decision to survive the puzzling secrets hidden in the university; they must then escape the city before it is destroyed.

5.1.3 Development

Initial planning and cancellation

According to an interview with producer Noritaka Funamizu, the first concept of *Biohazard Outbreak*, as it was known originally, was known before the release of *Resident Evil 2* in 1998. With growing interest in the concept of network gaming over consoles, Shinji Mikami, the director of the first *Resident Evil*, suggested to Funamizu that he should have a try. Early on in the design, Funamizu made a small multi-player mini-game in which the player must survive the longest time possible; the team decided to remove it due to its failure to encourage team work—players would instinctively run away from the horde and be slaughtered rather than help one another to ensure their own survival. They decided that what made *Resident Evil* scary was its lack of multiplayer, forcing gamers to play “on their own”. The team then chose that the game would follow its own story like the other games in the series, but keep the option for multiplayer.* [6] The game development was later put on hold.

Revival

Prior to 2002, Capcom decided to revive development of the game, based on the research gathered from the first attempt. Production Studio 1 began its development of the game, as opposed to Mikami’s Studio 3. In February 2002, a Sony press conference regarding the PlaySta-

tion 2 revealed the game—previously unheard-of by the public, it had a working title of *Biohazard Online*. This led to confusion amongst the audience, before Capcom released a statement confirming its existence.* [7] *Resident Evil Outbreak* was a part of an initiative from Capcom’s Production Studio 1 to develop three *network* focused games on the PlayStation 2. The other games were *Auto Modellista* and *Monster Hunter*. Capcom’s goal was to have at least one of the games reach a million sales. Both *Monster Hunter* and *Resident Evil Outbreak* eventually reached this goal.* [8]

The game made an appearance at Sony’s conference on May 21 at E³ 2002, with a video showcasing real-time 3D backgrounds (as opposed to pre-rendered); revealing four of the characters and demonstrating the ad-lib system and character communication.* [9] The “ad-lib system” was chosen over conventional microphone chat because the development team argued that it would ruin the atmosphere. Instead, limited chat options were used for conversation between users; a player would walk up to another and deliver a line from a particular conversational category (e.g. “help” and “go” categories).* [6] No solid release date was given at that time.* [10]

Later that year the game was renamed *Biohazard Network*. By October, eighteen different scenarios were in development, with even more in the concept phase.* [6] In November, Capcom released various pieces of media, showing eight playable characters and familiar-scenarios such as “Flashback”. The occupations of the characters were also given.* [11]

In January 2003, further information was provided, mostly regarding interactive NPCs(non-player characters). Capcom boasted such actions as enemy NPCs who would attack the player and other ones that would run away when approached. Screenshots of “Flashback”, “Underbelly”, “The Hive” and other scenarios were released.* [12]

Name change and cutbacks

By May 2003, the game’s title had been changed once again. This time, it had been changed to *Biohazard Outbreak (Resident Evil Outbreak outside Japan)*,* [13] and the number of scenarios was reduced to the five scenarios. Another five scenarios did not make the initial cut, although they were complete enough to be featured in the E³ 2002 trailer, and were developed into the sequel *Resident Evil Outbreak File #2*. In September, doubts were raised as to *Outbreak*’s online game-play in Europe, but Capcom was adamant that it would at least try to find a way to solve the problem in time for release.* [14]

5.1.4 Release

The European release was heavily delayed, finally released in September 2004—nine months after Japan and

the United States saw its release. Back in March Capcom had given in on securing *Outbreak*'s network due to the numerous problems faced with establishing a network in a region simultaneously for dozens of languages, and securing service providers; as well as the usual PAL/NTSC differential.*[15]

5.1.5 Reception

Outbreak' received a "C+" from *IUP* in their review. The staff referred to it as "another typical entry in the RE canon", and as a "competent game" with "controls [that] are actually functional and somewhat intuitive". However, they cited a number of problems with the game, notably Capcom's choice of not installing voice chat in favour of the ad-lib system. They found the game's five scenarios to be short, and AI partners to be "chock-full of repetitive and annoying sound bytes".*[18]

Eurogamer was disappointed with Capcom's failure to establish online support for the European market at a time when the PlayStation 2's online community was threatened with the expected rise in the Xbox's popularity with the upcoming release of *Halo 2*, stating that an Outbreak was "designed from the ground up to be a co-operative multiplayer game for four players" and questioning if a network-less game would be of interest to players. Another problem was with the real-time "START" menu, which meant that file-reading and item-trading would make the player vulnerable to a random zombie attack, making the game "[feel] light in the story department" as a consequence of not becoming immersed in the environment. Long load times for the PAL version was also noted in the review.*[20]

5.1.6 Reemergence

In 2014, private servers became available to Japanese editions of Resident Evil Outbreak *[27]

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5.1.8 External links

- *Resident Evil Outbreak* at MobyGames

5.2 Resident Evil: Outbreak: File 2

The correct title of this article is **Resident Evil Outbreak: File #2**. The substitution or omission of the # is because of technical restrictions.

Resident Evil Outbreak: File #2, known in Japan as *Biohazard: Outbreak: File 2* (バイオハザードアウトブレイク FILE2 *Baiohazādo Autobureiku Fairu Tsū*), is a stand-alone expansion to the original *Resident Evil Outbreak*. It was released for the PlayStation 2 in Japan on September 9, 2004; North America on April 26, 2005; and Europe on August 26, 2005.

Following the success of *Outbreak* in Japan, Capcom announced *File #2* in fall of 2004. The same eight characters from the first title return with similar abilities, and the game once again takes place in a zombie-inhabited Raccoon City. Five new scenarios are available, the first four being playable from the beginning. In pre-ordered editions in Japan, the game was packaged with a demo of *Devil May Cry 3*. On January 1, 2014, the servers were opened back up to the public using alternate fan servers, thus, once again allowing for online play, along with new additions to the server such as banlists and leaderboards.*[1]

5.2.1 Gameplay

Scenarios

The player selects a scenario, difficulty level and a character. Each difficulty level is associated to enemies and items the player encounters as they progress through the scenario. The game has five scenarios: “Wild Things”, “Underbelly”, “Flashback”, “Desperate Times” and “End of the Road” .

Each scenario has an event checklist consisting of special actions that the player must perform to reach 100% completion. Upon doing so the player will unlock “Infinity Mode” in which all the player’s weapons never break or run out of ammunition].

Each scenario also has “SP” items. These are invisible items hidden throughout the level, and are randomly generated on two paths. There are twenty scenario items for each scenario, and twenty items specific to each character hidden across the five scenarios. If acquired, these items unlock new costumes and the option to listen to character ad-libs. The game comes with two bonus scenarios,

“Elimination” and “Showdown”; both are designed as training guides to boost gameplay.

Controls

Rather than using USB headphones or a computer keyboard, players use a command “ad-lib” system which consists of ten key command phrases, utilized by manipulating the right analog stick on the PlayStation 2 controller and a context sensitive button. The player can select and request items from their teammate’s inventory, or ask the teammate themselves to use the item in question. The new additions included the ad-lib phrase “Sorry”, and context-related comments on the Map and File screens.

The sequel also boasted a new difficulty feature and some changes to the game balance. These included a new “Nightmare Mode” and several alterations to previous damage charts. The game also included the ability to move the player’s character while in attack stance, allowing a character with a gun to move and shoot at the same time.

Regional differences

For the North American version of the game, the ‘ad-libs’ from the first game were removed. Subsequently, only when a character used the analog stick or made a request did they make a noise. If an ad-lib was attempted, no sounds were made, negatively affecting gameplay. If a player attempts to tell another that they are poisoned, the chances the message would be noticed are low if they are in the middle of combat. The Japanese release features full voices, while the European version features voices, but without text.

The Japanese version features Japanese subtitles for the cutscenes while the characters retain the use of English, as with previous *Biohazard* titles. Because of the character variety, this leads to a strange continuation where the Japanese subtitles read as having all characters saying the same thing in some situations.

The minor character “Linda” is called “Rinda” in the Japanese version. This is because the letters “R” and “L” are pronounced the same in the Japanese language, making them interchangeable.

In Japan, the game ran on the KDDI MMBB service. In the United States, this service was swapped out for the Sega Network Application Package. Because of this change, several features were removed from the NTSC/PAL versions, including private messaging, advance search options, and special options to limit the rankings to find specific ranks.

Multiplayer mode

On March 31, 2007, Capcom closed their PAL and NTSC servers for *File #2*. Online play was given a major overhaul from that of the previous game. *File #2* had a new lobby system, new event system, and an increase in options and modes of play.

Capcom ran events from April to late May of 2005 that were sponsored by various gaming magazines. This included events from *PlayStation Magazine* and *Electronic Gaming Monthly*, amongst others. Clearing these events rewarded the players with characters and costumes. Some events took place in standard levels on set difficulties, while others placed the player in selected levels with Infinite and Nightmare options activated, before the two options were available for free use. After all sponsored events ended, Capcom ran two events in circulation, a point bonus event and an SP item hunt.

The lobby system was revamped to include ten areas with different options in each one; however, this change made it harder to join games with friends. In order for a player to join a friend in their hosted or current game the player needed to enter a menu to search for their name, then exit that menu, choose the area they are in, and find the game. This menu did not mention the number of players in the game when searched for, meaning a game could be full before the player joined.

In early July, Capcom closed an alternate server, leaving only one choice for the player when they connected. Months after, Nightmare Mode, Infinite Mode, and changes to the Area system were made. HDD Support was dropped from the Area Screen, but players could still host games with HDD mode turned on by activating it offline.

From within the game, or by a link on the official Capcom sales page of their United States site, players could look and see their position on the ranking boards.

5.2.2 Plot

File #2 is a continuation of the events that occur in the original *Outbreak*, though the exact order of the scenarios is left ambiguous. Though there is no concrete “start” to the game, it ends with the execution of Mission Code: XX in which the government effectively nukes all of Raccoon City to eradicate the threat posed by the T-Virus.

The first scenario listed is “Wild Things,” in which Cindy Lennox leads the rest of the survivors to the Raccoon City Zoo in hopes of reaching a rescue helicopter on the other side of the zoo. Throughout the scenario, players are pursued by an array of animals infected by the virus, the most dangerous being the mutated elephant Oscar, who follows the players from area to area until he is either locked in the Elephant Stage or killed by the players. Should they reach the Front Plaza without killing him or locking him away,

he will appear as the final boss; otherwise, the Lioness will be the boss. Once the players reach the end of the stage and board the tram, the tram stops and the rescue helicopter is shown on fire in the distance, with the pilot dying of his injuries outside of the burning helicopter.

The second scenario, “Underbelly,” follows the players’ journey into the city’s subway station, where they must find two plates to activate the subway train and escape. Before they can leave, however, another moving train runs into a pile of debris and explodes, awakening the “Gigabite” who the players later fight at the end of the stage. To initiate this fight, one of the players is kidnapped by the Gigabite while waiting for their train to depart. After defeating the boss, if the players do not make it back to the train in time, they must find an alternate way out through the Substation Tower.

In the third scenario, “Flashback,” Alyssa Ashcroft leads the survivors to a cabin in the woods where they are met by Albert Lester (Also known as Al), who promises to lead them to a neighboring town. He mysteriously disappears once the players reach a bridge leading to an abandoned hospital. When the players investigate, a masked axe-wielding man chases them throughout the scenario. Players must kill sections of a giant plant which has overtaken the hospital building by injecting it with a serum-filled syringe. The final boss is the core of the plant, which is later found out to be controlled by an infected Dorothy, Al’s wife, who was experimented on in the hospital. Al is shown in the ending to have been leading people to the hospital to kill them in order to feed his wife in her plant form. If the player plays through the level as Alyssa, they will experience several flashbacks at different points in the scenario, as Alyssa and a friend who died at the hands of a zombified Dorothy once investigated the hospital’s ethics years ago.

“Desperate Times,” the fourth scenario, finds the players in the Raccoon City Police Department defending themselves from zombies which have crowded outside of the station. By finding several plates, the players open a secret passage for one of the cops, Rita, to navigate and find help. Before she can return, the zombies break through the gates of the police department and the players must defeat a certain amount (depending on which difficulty they chose) of them before completing the scenario. The players are forced to leave policeman Marvin behind as they drive away, while he locks himself in the room in which Leon or Claire find him in Resident Evil 2.

In the final scenario, “End of the Road,” David King leads the survivors to an Umbrella laboratory, where they are met by two scientists, Linda and Carter, who have returned to get the cure. Before they can leave, an alarm sounds and a shutter closes the exit, which the scientists are unable to open. The lab is infested with hunters, which Carter fends off by awakening the Tyrant to fight for him. As the group is about to exit, however, the Tyrant turns on the players, killing Carter and throwing

Linda from a ledge. The Tyrant then follows the players for the rest of the scenario. The players enter the sewers below the lab, where they find Linda alive. Depending if the player as whether or not killed the tyrant, they are either washed away in the sewers with Linda or left behind to reach the upper levels themselves. Regardless, the players encounter a mutated Tyrant on the city streets. Players are given the chance to rescue Linda, who is shot by a sniper (who also shoots at the players), and must be carried by the player to the end of the stage. They can choose to escape by truck, but must fight Nyx, the final boss, before doing so, or by helicopter, without fighting a final boss.

Also in the final scenario, there are four different endings. “Up and Away with Linda” is obtained by escaping the city by helicopter with Linda in possession, “Up and Away” is obtained by escaping the city by helicopter, but letting Linda die on the way or not finding her, “Run Like the Linda” is obtained by escaping the city by truck with Linda in possession, and “Run Like the Wind” is obtained by escaping the city by truck, but letting Linda die on the way or not finding her. Obtaining the first or the third ending grants the player the Good ending and epilogue for the character chosen, and obtaining the second or the forth ending will grant the player the Bad ending.

5.2.3 Development and release

The game was developed by Capcom Production Studio1 over a 1 year period. Although graphics did not differ greatly from its' predecessor, elements of gameplay and online features were overhauled.

The ability to strafe and shoot simultaneously was added. Load times were also improved.

The game was released on September 9, 2004 in Japan and on April 26, 2005 in North America.*[2]

5.2.4 Reception

Resident Evil Outbreak File 2 has been met with mixed to positive reviews: Metacritic it a 58/100 and GameRankings gave it a 62.92%.

5.2.5 References

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5.2.6 External links

- Official website
- Official website (Japanese)
- *Resident Evil Outbreak File 2* at MobyGames

Chapter 6

Chronicles series

6.1 Resident Evil: The Umbrella Chronicles

Resident Evil: The Umbrella Chronicles, known as *Bio-hazard: The Umbrella Chronicles* (バイオハザード アンブレラ・クロニクルズ *Baiohazādo Anburera Kuronikuzu*) in Japan,^{*[3]*[4]} is a rail shooting video game co-developed by Capcom and Cavia. The game was released for the Wii on November 13, 2007 in North America; November 15, 2007 in Japan; and on November 30, 2007 in Europe, excluding Germany, where the game is not available due to the refusal of a USK rating^{*[5]} and its subsequent inclusion in the index.^{*[6]} It was followed by *Resident Evil: The Darkside Chronicles*.^{*[7]} Both *Chronicles* games are included on the *Resident Evil Chronicles HD Collection* for the PlayStation 3.

The game exposes the Umbrella Corporation's meddling throughout the *Resident Evil* series through narration from Albert Wesker, a former Umbrella Corporation scientist, and hidden documents pertaining to the organization's secret motives and actions. The game is composed of five scenarios that recapitulate the events of *Resident Evil Zero*, *Resident Evil*, and *Resident Evil 3: Nemesis*, as well as new material pertaining to the Umbrella Corporation's downfall.

6.1.1 Gameplay



Jill using her taser counterattack

The Umbrella Chronicles is an on-rails shooter. Players

follow a pre-set path, shooting enemies and picking up optional weapons and health items, occasionally choosing between multiple paths. Using the analog stick on the Nunchuk, players can look around in a limited manner. In some cases, the Wii Remote can be used to activate melee weapons against enemies where the camera shifts to a third-person view, or use timed button presses in certain cutscenes to evade traps and enemy attacks. Each stage is split into individual chapters and contains save checkpoints at the end of each chapter. Stars are obtained at the end of each stage, based on the player's performance, which can be used to upgrade weapons. To unlock some levels and sublevels, the player needs a certain ranking, "S" being the best. The amount of destroyed items, obtained objects, files, critical hits and clear time affects this.

Upon beating Hunk's "4th Survivor" mission, co-operative mode will be unlocked for the single-player missions. When selecting characters, an option will appear on the screen to select co-op mode. Both players will play as the same character, but each player will have their own aiming reticule.

6.1.2 Plot

The Umbrella Chronicles encompasses several scenarios, which are based on various plot elements from the *Resident Evil* series. The game's first three scenarios, "Train Derailment", "The Mansion Incident", and "Raccoon's Destruction", are set within Raccoon City, or its surrounding area, in 1998. The final scenario, which is based on new material, is set in Russia, taking place in 2003. The game features eight playable characters from previous *Resident Evil* games, including Rebecca Chambers, Billy Coen, Chris Redfield, Jill Valentine, Carlos Oliveira, Albert Wesker, Ada Wong, and two others from *Resident Evil 2*.

The game's first scenario, based on the events of *Resident Evil Zero*, follows STARS operative Rebecca Chambers, and former Marine Billy Coen as they venture through a train that eventually takes them to a derelict training facility.^{*[8]} Once within the facility, they discover they are being stalked by James Marcus, one of the Umbrella Corporation's co-founders and former scientists, who has

managed to resurrect himself with the aid of leech test-subjects.* [9] After a confrontation, Marcus mutates into a monstrosity, but is subdued by the duo. Chambers and Coen escape as the facility self-destructs.* [9] Another sub-chapter within the scenario traces Wesker's actions, now posing as the leader of STARS' Alpha team, as he attempts to escape the training facility. This chapter also introduces Sergei Vladimir and one of his bodyguard Tyrants, codenamed "IVAN".* [10]* [11]

The game then proceeds to retell the events of the first *Resident Evil*. The scenario follows Chris Redfield and Jill Valentine, as opposed to the actual *Resident Evil* game, which features the two splitting up. Redfield and Valentine are forced to battle their way through a mansion full of undead residents before stumbling upon a secret Umbrella Corporation research facility in the mansion's basement.* [12] The two then discover the facility's most powerful creation, a Tyrant, and destroy it.* [13] The scenario features two different sub-chapters, which reveal Chambers' action between *Resident Evil Zero* and *Resident Evil*,* [14] as well as Wesker's reanimation and escape after his apparent death.* [15]

The next scenario visits Raccoon City during the events of *Resident Evil 3: Nemesis*. Valentine returns to the game, and is paired with mercenary Carlos Oliveira, as they attempt to survive an outbreak of the T-virus.* [16] After defeating several undead citizens, Valentine and Oliveira encounter Nemesis, an upgraded Tyrant, sent to kill Valentine.* [16] They defeat Nemesis and escape Raccoon City before it is destroyed by the United States government in a desperate contingency measure.* [17]* [18] The scenario also features two sub-chapters, detailing Ada Wong and Hunk's background roles during the main scenario's events.* [19]* [20]

The game's final scenario is composed of new material, which trails Redfield and Valentine as they and other armed anti-bioweapon activists investigate the Umbrella Corporation's final stronghold in Russia.* [21] Now leading a group of armed activists, they storm the stronghold, encountering waves of undead soldiers and mutations.* [21] Despite their force sustaining heavy casualties, Redfield and Valentine enter the facility's inner sanctum, only to encounter and destroy the Umbrella Corporation's latest creation, the T-ALOS project.* [22] The game's final sub-chapter features Wesker infiltrating the facility in an attempt to recover the Umbrella Corporation's most important files.* [23]* [24] He is confronted by his long-time nemesis, Sergei Vladimir, whom he defeats.* [25] The game's credits reveal that the Umbrella Corporation's secrets have finally been exposed. As a result, the U.S. government succeeds in its legal action against Umbrella's top officials.* [26]

6.1.3 Development

The game was co-developed by Capcom and Cavia* [27] and produced by Masachika Kawata, who was behind the PlayStation 2 port of *Resident Evil 4*.* [28] At E3 2006, Capcom officially announced that development was already underway for an exclusive *Resident Evil* game for the Wii and mentioned that it would take advantage of the console's unique **Wii Remote** controller, giving players a new experience. Members of Capcom's Clover Studio, who created such games as *Viewtiful Joe* and *Okami*, were called upon to help develop the game.* [29]

A short clip of the game was shown on the **Nintendo World** event on November 3, 2006, where 2007 was revealed as the release date. On April 6, 2007, the official Japanese website went live containing an official teaser video.* [30] On April 13, 2007, the official Japanese website updated with a second trailer, character profiles and screenshots.* [30] A Japan-only release of the game came with a limited edition collector's *Biohazard* box featuring several items.* [31] Christian Svensson, Capcom's senior director of strategic planning and research, stated the game would support 480-progressive scan and 16:9 widescreen resolution.* [32] A trailer was included in the *Resident Evil 4: Wii Edition*, which shows the mansion from the original game and areas of Raccoon City.* [33] At its pre-E3 press conference on July 11, 2007, Nintendo announced that the **Wii Zapper** peripheral will be compatible with the game.* [34]

The game was initially going to play similarly to *Resident Evil 4*. However, in an interview with Famitsu, the game's producer Masachika Kawata revealed the reason for the drastic change in gameplay: according to him, "Wii users like easiness" and that a *Resident Evil 4*-style game is "too complicated" for Wii users to enjoy. Masachika Kawata then elaborated that "complex operability can be an obstacle for Wii users", and that he purposefully had to "compromise to a lower difficulty level" and "reduce enthusiast-only elements".* [35]

6.1.4 Release

Resident Evil: The Umbrella Chronicles was released in late 2007. An extensive line of tie-in products was created to promote the release of Capcom's on-rails shooter and to expand its storyline. This includes a graphic novel, several spin-off novels, and an official soundtrack release.

Biohazard: The Umbrella Chronicles ~Hōkai he no Jokyoku~ (バイオハザードアンブレラ・クロニクルズ～崩壊への序曲～ lit. "*Biohazard Umbrella Chronicles ~Overture to the Collapse~*") is a series of two comics published in Akita Shoten's weekly Shōnen Champion magazine in Japan. The first chapter was released on November 8, 2007, the second on November 15, the same day the game came out in Japan. Masaru Miyazaki wrote the plot for the manga. The illustrations were done

by Naotsugu Matsueda. Its story is based on the game, taking place just before the invasion of the Russian Umbrella facility, using a fictional Russian village as setting. Protagonists Chris Redfield and Jill Valentine are drawn into various strange occurrences in the village, which has been completely infected by the T-virus, before finding the sole survivor, a young girl named Anna, and later face off against Wesker.*[36]

Biohazard: The Umbrella Chronicles SIDE A (バイオハザードアンブレラ・クロニクルズ SIDE A) and *Biohazard: The Umbrella Chronicles SIDE B* (バイオハザードアンブレラ・クロニクルズ SIDE B) written by Osamu Makino are novels based on the events of *Resident Evil: The Umbrella Chronicles* and direct novelizations of the game.*[37] The first one was released in Japan on December 22, 2007. The second one was published in January 2008.

The Resident Evil Shot Blaster*[38] is a replacement to the *Wii Zapper*. The gun comes with a detachable Nunchuk holster. The holster also rotates downward to allow easy reloading for in the game. When the nunchuk holster is removed the gun becomes something like a pistol. The package also includes a decal that you can put on your *Wii Remote* which has a picture of characters from the game on it, and a Nunchuk joystick grip which has the logo of the Umbrella Corporation on it.

Biohazard: The Umbrella Chronicles Original Soundtrack was composed by Masafumi Takada and Jun Fukuda from Grasshopper Manufacture featuring Ada Wong as the cover. A CD with 49 tracks called *Biohazard: The Umbrella Chronicles Original Sound Track* was released in Japan on December 19. It was published by Suleputer and was distributed by Sony Music Distribution for 3150 yen. The soundtrack includes a full-color booklet. Initially produced items are limited editions with special sleeve cases.

6.1.5 Reception

The Wii version of *The Umbrella Chronicles* has received positive scores from critics. *GamePro* praised its unlockable secrets and satisfying gameplay, adding that “the only downside to *The Umbrella Chronicles* is that longevity will be an issue.”*[47] *GameTrailers* called it “fantastic overall” and a “superb entry in the genre,” praising the game for its surprising length and unlockable content, but stated that while the graphics “look good”, they were sometimes “a step behind” *Resident Evil 4* and added that having the game on rails actually makes it scarier, and that it’s “basically a love letter” to fans of the series.*[52] *IGN* praised the game for having “amazingly cool” design but complained about the lack of representation from *Resident Evil 2* and *4* as well as the gameplay, which they felt was too slow; on the other hand, they called the presentation “pretty impressive” and stated that “there’s no denying the fun” they had with

it.*[51] *GameSpot* praised the easy controls and the look and feel of the game, but criticized the music, stating that “it undermines the atmosphere,” and that the “on-rails shooter gameplay can still feel restrictive.”*[49] *1UP.com* called it “a surprisingly meaty experience” and “an accessible, mostly satisfying shooter” and praised the depth and strategy offered by the gameplay, but complained about difficult headshots and stated that “it never really amounts to more than its concept”.*[41]

The Wii version of the game has sold over 1.4 million copies worldwide.*[53]

6.1.6 Sequel

On March 8, 2009, Capcom announced they would have new game announcements on March 12 at the *Resident Evil 5* launch party in San Francisco.*[54] A few days earlier, Capcom’s Associate Product Marketing Manager, Matt Dahlgren, said in an interview that “Nintendo Wii fans will be very happy very soon” when asked about getting more *Resident Evil* on Wii.*[55] On March 11, *Famitsu* confirmed a sequel for *Umbrella Chronicles*, titled *Resident Evil: The Darkside Chronicles*. The game, like its predecessor, has on-rails gameplay.*[56]

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- [7] “IGN: Resident Evil: Darkside Chronicles Detailed”. Retrieved March 11, 2009.
- [8] Capcom (November 13, 2007). “Resident Evil: The Umbrella Chronicles”. *Wii*. Capcom. **Resident Evil 0 Digest 1:** Facing certain death, Rebecca was rescued by the prisoner, Billy Coen. Rebecca was still suspicious of Billy but realized that they needed to work together if they wanted to survive the nightmare. Shortly after, the train suddenly started to move. It accelerated and was rapidly approaching dangerous speeds. To prevent the imminent derailment, the pair engaged the brake. However, it was

- too late and the train rolled on its side. The two barely managed to escape the wreck. Nearby was Umbrella's Management Training Facility.
- [9] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Resident Evil 0 Digest 2:** While monitoring Billy and Rebecca's progress, they began to sense a presence bent on Umbrella's destruction and decided to destroy the facility... The pair eventually met with a reanimated Marcus. He told them the startling story of how he was assassinated 10 years ago. The copied Marcus eventually transformed into the Queen Leech while the timer began to run down on a bomb that was set to level the facility...
- [10] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Albert Wesker:** It is time for me to abandon the sinking ship that is Umbrella.
- [11] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Albert Wesker:** Wesker Here, I will use the rope way to return to the training facility, and depart from there.
- [12] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Resident Evil Digest 1:** The survivors – Chris, Jill, Barry and Wesker – resumed the search for Bravo Team, but found that most of them had already been killed by zombies. The mansion was filled with trap doors and strange devices and teemed with monstrous dogs, crows, spiders and blood-sucking plants.
- [13] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Resident Evil Digest 2:** They discovered Wesker in the cultivation chamber and learned that he was a traitor... The Tyrant pursued Jill and Chris, while in the background a self-destruction mechanism had been initialized. The pair made contact with Brad, Alpha's helicopter pilot, and fled to the helipad to escape.
- [14] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Rebecca Chambers:** After splitting up with Billy, I went to the mansion where Bravo Team was rendezvous.
- [15] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Albert Wesker:** The virus that Birkin had created brought me back from the brink of annihilation... I did not have time to enjoy my newfound life. I had something I needed to do. Time to grab the data and get out
- [16] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Resident Evil 3 Digest 1:** One of the U.B.C.S. men was mercenary Carlos Oliveira. Jill and Carlos began to work together to try and escape the hell on earth Raccoon City had become. A black-coated monster stood between them and their freedom. Nemesis, or the Pursuer, was intent on wiping out every last member of S.T.A.R.S.
- [17] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Resident Evil 3 Digest 2:** In a matter of hours, a missile that had been launched would annihilate all traces of Raccoon City
- [18] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Eradication Notes:** They formulated a plan for the complete eradication of the city. In compliance, on October 1st, 1998, the military launched a new type of strategic missile into the heart of the city. Raccoon City, with its 100,000 inhabitants, was forever wiped from the face of the earth.
- [19] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Ada Wong:** I must escape this town and survive in order to accomplish my objective.
- [20] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Hunk:** I have secured 'G'. I'm all that is left of Alpha Team. I am en route to the rendezvous point.
- [21] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Jill Valentine:** There's no time to wait for authorization from the Russian Government. That facility is an Umbrella base. **/Chris Redfield:** Yeah, we can't let them get away with this.
- [22] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Sergei Vladimir:** Introducing the latest Umbrella product line. Codename Talos. A pinnacle of biological weaponry, all controlled by the Red Queen computer. The ultimate weapon.
- [23] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Albert Wesker:** I will use one pawn to eliminate the other, and emerge with the spoils for myself.
- [24] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Albert Wesker:** The summation of Umbrella on one disk. This should come in handy.
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- [26] Capcom (November 13, 2007). "Resident Evil: The Umbrella Chronicles". Wii. Capcom. **Umbrella Raccoon City Judgment:** After the Raccoon City incident, the U.S. government issued an order for Umbrella to cease and desist all operations.
- [27] "Know Thy Fellow Man". Resident Evil / The Darkside Chronicles: Talking Evil. Capcom. July 24, 2009. Retrieved August 14, 2009.
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6.1.8 External links

- Official North American site
- Official Japanese site
- *Resident Evil* at Wikia

6.2 Resident Evil: The Darkside Chronicles

Resident Evil: The Darkside Chronicles, known as *Biohazard: The Darkside Chronicles* (バイオハザード／ダークサイド・クロニクルズ *Baiohazādo/Dākusaido Kuronikuruzu*) in Japan, is an on-rails shooter video game for the Wii developed by Capcom and Cavia.*[1] The game was released for the Wii on November 17, 2009 in North America. It serves as a prequel to *Resident Evil 4*, setting 2 years before its events.*[2] It was released in Europe on November 27, 2009 bundled with the Wii Zapper accessory.*[3]

The game, along with *The Umbrella Chronicles*, is included in the *Resident Evil Chronicles HD Collection* for the PlayStation 3.

6.2.1 Plot

The game's plot revolves around the personal stories and tragedies in the series.*[4] Its main focus is retelling the events of *Resident Evil 2* and *Resident Evil Code: Veronica*, and a new chapter is featured.*[5] For the *Resident Evil 2* segment, the player takes control of protagonists Leon S. Kennedy and Claire Redfield,*[1] with Sherry Birkin acting as an escort character in one chapter.*[6] The *Code: Veronica* chapter features Claire, accompanied by fellow Rockfort Island prisoner Steve Burnside and later her brother Chris Redfield.

Scenarios

Operation Javier

In 2002, somewhere in South America, Leon S. Kennedy and his partner **Jack Krauser** are searching for Javier Hidalgo, an ex-drug lord who had been reported to be approaching Umbrella Inc. However, when Leon and Krauser reach the nearby village, they discover that the people there have been turned into zombies. Some zombies have the Sacred Snakes indentation, meaning that they worked alongside Javier. Leon and Krauser find their guide who, before he dies and has his body taken away by a water-bound BOW (bio-organic weapon), says that the girl (Manuela) “brought devils to this village.” Fighting their way past more BOWs and hungry piranhas, Leon and Krauser eventually find the girl, but have to face the creature that took their village guide.

They successfully chase it off after Leon shoots the bell tower which causes it to fall on the creature. Krauser asks Leon to tell him everything about how he first encountered the BOWs. The scenario resumes after *Resident Evil 2*. Due to rising water levels, the survivors make their way to the water dam, where Javier and his BOWs await. Javier releases the monsters to attack Leon and Krauser while attempting to retrieve Manuela. It is revealed by Javier that Manuela is his daughter and that he had been tampering with the T-Veronica virus.

Leon tells Krauser the “Game of Oblivion” incident from *Resident Evil Code: Veronica* to give him the knowledge of the virus. Both of them also discover that Manuela has been receiving regular doses of the T-Veronica virus to contain her illness. At this point, Krauser finally pledges to Leon that he will view Leon as a worthy partner. Soon after, they learn that the reason Javier has been kidnapping young girls is because he was trying to extract organs to perform transplants in order to cure Manuela. Almost immediately, they are confronted by the gigantic monster that ambushed them back at the church, who they soon learn is actually Manuela's mother.

Having the same illness as Manuela, she mutated due to the failure to keep the virus in check. Right before dying, she shoots out spikes from her body, one of which pierces into the arm of Krauser, wounding him. After defeating Manuela's mother, Javier injects himself with the T-Veronica virus. He begins to mutate and attacks Leon and the injured Krauser. Manuela assists Leon and Krauser in the battle against her father by using T-Veronica, at the risk of turning into a monster herself. The three survive, and are rescued by helicopter. The U.S. government takes care of Manuela, and Leon and Krauser's story continues in *Resident Evil 4*. An alternate non-canon ending occurs if the player takes too long to defeat the final boss, where Manuela loses too much blood from the fight and fades into embers in the helicopter.

Memories of a Lost City

This scenario re-tells the events of *Resident Evil 2*, leading up to when Leon and Claire destroy 'G' (a mutated William Birkin). Claire Redfield and Leon S. Kennedy have just arrived in Raccoon City, when they learn that the city has been infested with zombies and other monsters. They decide to go to the police station, hoping to find answers and discover Umbrella's involvement in the ordeal. Birkin's own daughter, Sherry, becomes his target and Leon and Claire must protect her from becoming mutated by his G-virus. All the while stalked by the powerful Tyrant and dealing with the mysterious agenda of Ada Wong.

Game of Oblivion

An abridged re-telling of *Resident Evil Code: Veronica*, where Claire Redfield and Steve Burnside remain together and attempt to escape Rockfort Island in a seaplane, while having to contend with the psychotic Alfred Ashford, and eventually, his sister Alexia. Claire and Steve are eventually separated and Chris arrives to help her find him, before taking on Alexia. In this iteration of the story, their father Alexander Ashford makes his first physical appearance, in a video, prior to becoming the monster known as Nosferatu.

Darkness Falls

“Darkness Falls”*[7]*[8] is a hidden scenario in the game that focuses on Jack Krauser during Operation Javier. Krauser narrates his thoughts as he helps Leon Kennedy battle their way through Javier's headquarters. After a fierce battle with a BOW, Krauser severely injures his arm and is forced to rely on Kennedy's assistance for survival. They ultimately defeat Javier, but Krauser is deemed physically incapable of continuing his military service. He becomes infatuated with the idea that Umbrella's mutagenic viruses can grant unlimited power, and leaves the government to seek out **Albert Wesker**.

6.2.2 Gameplay

The Darkside Chronicles is a rail shooter.*[9] The player's partner is seen on screen during gameplay*[1] and there is an evade move.*[9]

There were also some gameplay changes from *The Umbrella Chronicles*; for example, head shots were made easier for players to perform*[9] and a status screen was implemented.*[10] The players health bars are now separate, players can pick up and use Green Herbs to replenish their health meter at the push of a button. However there is only one First Aid spray per-chapter and it is automatically used when the players health meter hits zero, completely replenishing both health meters at the same time. Players can now customize each of their weapons from Power, Rate of Fire, Capacity, Reload Speed & Stopping

Power. The Handgun is now fully customizable as well. The game automatically adjusts its difficulty, depending on the players' skill level.*[1] Other new features include online leaderboards and a system to tell the players' reticles apart from each other in a co-op session.*[10]

6.2.3 Development

The development of *The Darkside Chronicles* as an rails shooter was decided because Kawata considered it the best way to retell the scenarios that could not be included in the previous game.*[10] With this title, he wanted to put a much bigger emphasis on horror, employing a camera system that will try to convey a sense of actually being in the game.*[9]*[11] To research realistic camera shaking in hectic situations, one of the team members went out in town for a day to make motion tests with a camcorder.*[12] Another important aspect to create the game's atmosphere was achieving high-quality graphics, which Cavia used all their resources for.*[10] Kawata was very satisfied with the result and went on to say that the only thing really setting the visuals apart from next-generation consoles is the lack of HD display,*[10] also mentioning that there is a plethora of attractive content to use for more games in the *Chronicles* series and the decision of their development would largely depend on Cavia's future involvement.*[10]

As the game's development began before the production of *Degeneration* and because of the different timeframe, Kawata ruled out connections to this CG film and *Resident Evil 5*, though he hinted at the appearance of new characters and the exploration of the Birkins' and the Ashfords' family ties.*[10]

6.2.4 Soundtrack

For the music of *The Darkside Chronicles*, series veterans Shusaku Uchiyama and Takeshi Miura have been brought back to compose and arrange tracks for the retellings of the games they originally worked on, with Uchiyama being responsible for *Resident Evil 2* and Miura in charge of *Code: Veronica*.*[13]*[14] Part of the soundtrack has been recorded with a group of over 40 musicians known as Tokyo Shitsunaigaku Kyokai Co., Ltd. and a chorus of 30 singers.*[13] The orchestral arrangements were done by game and anime composer Yoshihisa Hirano who is also highly experienced with classical music.*[13]

6.2.5 Reception

IGN gave *The Darkside Chronicles* 8.1 out of 10. Compliments were given to the graphics, music, playability, and longevity of the title, but the camera was said to be mildly distracting and the story can be confusing for those unfamiliar with the *Resident Evil* franchise.*[18] GameSpot

gave the game a 6.0 out of 10. They stated "The only thing scary about this light-gun game is the dreadful shaky camera." *[17]

The Darkside Chronicles placed at number 151 on NPD Group's year-end 2009 sales ranking.*[19] In Japan, the game began as the third best-selling game in the region at 73,000 units sold.*[20] In France, the game sold 16,000 units during its debut.*[21]

In November 2009, Capcom was forced to defend the game from the allegations from the Christian Church of the United Kingdom, which said that it glamorizes violence and promotes the occult, with spokesperson Leo Tan stating: "This is scaremongering and typical religious hysteria. You cannot blame society's ills on video games. It's just absurd." *[22] However, the website totalvideogames.com states that, in an interview with the clergymen in question, that he never commented on the game, and the whole incident was a misunderstanding. TVG.com further goes on to say this was all likely a PR stunt.*[23]

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6.2.7 External links

- Official website
- Official website (Japanese)

Chapter 7

Portable games

7.1 Resident Evil Gaiden

Resident Evil Gaiden, known as *Biohazard Gaiden* (バイオハザード外伝 *Baiohazādo Gaiden*) in Japan, is an action-adventure game for the Game Boy Color co-developed by Capcom and M4, and first released on December 14, 2001. Received generally unfavorably by critics, the game marks a departure from other entries in the series, insofar as areas are explored with the playable character seen from a top-down perspective, with battles fought in first-person view. The story revolves around a viral outbreak on a passenger ship and has Leon S. Kennedy and Barry Burton return as protagonists.

7.1.1 Gameplay



When the playable character is attacked by a monster, the game changes from a top-down perspective to a first-person view with a reticle.

The game features three playable characters and consists of exploring areas, collecting items and combating enemies in the process.^[2] Unlike previous entries in the series, *Resident Evil Gaiden* assumes a top-down perspective for the environment portions that, upon approaching an enemy, changes to a first-person combat mode with a reticle constantly moving to the left and right.^[2] To at-

tack, the player has to press the action button while the reticle is in range of the enemy.^[2]

7.1.2 Plot

The title depicts a viral outbreak on a luxurious passenger ship. It introduces an underground organization established to put an end to the global operations of Umbrella, the company responsible for the Raccoon City disaster. Leon S. Kennedy, one of the protagonists of *Resident Evil 2*, joined the initiative and received orders to investigate the ocean liner, Starlight, which is rumored to be carrying a new type of bio-organic weapon (BOW) developed by Umbrella. Eventually, the headquarters loses contact with him and Barry Burton, a support character from the original *Resident Evil*, is sent in to find his whereabouts.

After discovering that the crew and the passengers on the ship have turned into zombies, he crosses the path with an orphan girl^[3] named Lucia, who, for some reason, can sense the presence of Umbrella's new BOW^[4] and also possesses some other mysterious abilities.^[5] Lucia is then kidnapped by the monster, but Barry eventually reunites with Leon and they cooperate to put the BOW to flight and save her. The group learns that the monster is supposed to have green blood^[6] and, afterwards, witnesses an explosion set the ship on fire. They split up and Leon and Lucia activate the sprinkler system to prevent the engine room from blowing up.^[7] Later, the two overhear Barry communicating with Umbrella to arrange some sort of trade-off,^[8] their suspicions confirmed upon meeting him again. Barry threatens Leon with his gun, kidnaps Lucia and escapes to an Umbrella submarine with her.^[9] Meanwhile, a second explosion hits the Starlight and Leon makes his way to the engine room to investigate its source.^[10] He finds out that the BOW destroyed the fuel converter in an attempt to blow up the ship and destroy all evidence.^[11] He successfully fights it off, but the damage done to the ship is too severe.^[12]

The scene then shifts to the submarine, where Barry reveals to the captain that he pretended to abduct Lucia to trick Umbrella into evacuating them from the Starlight.^[13] He also learns that the company knew

nothing of the BOW on the Starlight and wants Lucia, as she is the host of a parasite, which grows into another BOW within ten days.^{*[14]} Barry forces the surgeons on board to remove the parasite from the girl,^{*[15]} but it breaks free from the containment glass and drains the life from the captain, turning him into a zombie.^{*[16]} The parasite escapes, kills the whole crew and eventually turns into a mature BOW. Barry and Lucia navigate the submarine back and board the near-sunk ship in order to rescue Leon, but the grown-up monster goes ahead of them.^{*[17]} Although they quickly discover what appears to be Leon, the two find out that the BOW is actually a shape-shifter and that it has assumed the form of their partner.^{*[18]} They manage to escape and come across another Leon in the engine room.^{*[19]} Together, the three go back to the deck, where the BOW pulls Lucia into the sea.^{*[20]} Barry rescues her, but then another Lucia appears right behind them.^{*[21]} The real girl grabs a knife and cuts her hand to show her red blood, thus confirming her identity.^{*[22]} The group defeats the BOW in one last battle and escapes to the submarine.^{*[23]} Lucia, having lost her mysterious powers with the parasite's extraction,^{*[24]} is offered to live with Barry's family.^{*[25]} In the game's final shot, Leon's neck is shown bleeding green blood, revealing him to be not the real Leon but the first BOW in disguise, now unable to be sensed by Lucia.

7.1.3 History

Development

While the technical implementation of the game was done by the now defunct British company M4,^{*[26]} two employees of Capcom were involved with the development as well. Shinji Mikami served as an advisor for the game and the story was written by Hiroki Kato, the director of *Resident Evil Code: Veronica*.^{*[27]}

Reception

Resident Evil Gaiden received generally unfavorable reviews from critics. *GamePro* remarked that the visual presentation detracts from the intended creepy atmosphere.^{*[31]} *IGN* criticized the game's unpractical save system for a handheld game (the player can save only at limited save points) and was unsatisfied with the puzzles being reduced to collecting keys and items.^{*[2]} *GameSpot* addressed the same issues in their review, though they applauded the clever storyline for its many twists and turns.^{*[32]} *Computer and Video Games* also criticized the graphics, but found the puzzles to be on par with that of other installments in the series, and commended the battle system.^{*[30]}

7.1.4 References

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- [2] Harris, Craig (26 June 2002). "Resident Evil Gaiden Review" . *IGN.com*. IGN Entertainment, Inc. Retrieved 24 January 2010.
- [3] Capcom Co., Ltd.; M4 Limited (3 June 2002). "Resident Evil Gaiden" . Capcom Entertainment, Inc. **Leon:** About two years ago, she was adopted from an orphanage. [...] She said that things got so bad, her foster parents decided to send her to some relatives in Europe. That's why she's on this ship.
- [4] Capcom Co., Ltd.; M4 Limited (3 June 2002). "Resident Evil Gaiden" . Capcom Entertainment, Inc. **Barry:** How did you know that thing would be here? **Lucia:** I told you I can feel its presence.
- [5] Capcom Co., Ltd.; M4 Limited (3 June 2002). "Resident Evil Gaiden" . Capcom Entertainment, Inc. **Leon:** Apparently, she has an acute sense of hearing, not to mention her other senses. She also told me that she healed quicker than most.
- [6] Capcom Co., Ltd.; M4 Limited (3 June 2002). "Resident Evil Gaiden" . Capcom Entertainment, Inc. **HQ:** We've received some new info on the B.O.W. that might help you identify the creature. It has green blood.
- [7] Capcom Co., Ltd.; M4 Limited (3 June 2002). "Resident Evil Gaiden" . Capcom Entertainment, Inc. **Barry:** Listen, Leon, I need you to see if there's a sprinkler system or something you can get working to slow down the fire. That way we might be able to buy some time 'til the chopper gets here. **Leon:** What are you going to do? **Barry:** Trust me. I'll be right back!
- [8] Capcom Co., Ltd.; M4 Limited (3 June 2002). "Resident Evil Gaiden" . Capcom Entertainment, Inc. **Barry:** Well? What's your answer? Do I have to remind you that I have Lucia? That doesn't leave you with too many options now, does it? **Voice:** You do have a point. Proceed as planned, but don't go getting any strange ideas. We have eyes watching your every move... **Barry:** You're just gonna have to trust me. Over and out. **Leon:** Who in the world was he talking to? It almost sounded like he was trying to sell us out to Umbrella or something.
- [9] Capcom Co., Ltd.; M4 Limited (3 June 2002). "Resident Evil Gaiden" . Capcom Entertainment, Inc. Leon follows Barry and Lucia to the Upper Deck, where Barry forces Lucia to descend a rope ladder to a mysterious submarine that waits below. The submarine has the markings of the Umbrella Corporation.
- [10] Capcom Co., Ltd.; M4 Limited (3 June 2002). "Resident Evil Gaiden" . Capcom Entertainment, Inc. **HQ:** Good to hear your voice Leon, I'm afraid we have some bad news, our sensors indicate that there is a massive build-up of power around the Engine Room. Going by what the sensors are telling us, it could blow in minutes. **Leon:** Things are really not going my way today. I'll make my way to the Engine Room and see if I can stop whatever is causing the power build-up.

- [11] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. Inside the engine room, the B.O.W. proceeds to wreck the ship's fuel converter. In an attempt to blow up the ship and destroy all the evidence of his activities.
- [12] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. **Leon:** It looks like I finally ran out of luck... the damage that monster has done is so severe, there's no way back now. I never thought it would end like this! My only regret is that Barry isn't here to share the moment...
- [13] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. **Capt:** You back-stabbing... You set me up. You offered Umbrella the girl so you could hijack my sub! **Barry:** Very good, Captain. Being aboard a sinking ship with no hope of being picked up, I figured I'd see what Umbrella had in mind for recovering their precious B.O.W. I offered the girl, and here you are, my own underwater limousine service!
- [14] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. **Barry:** What I can't figure out is why you want the girl. I thought the amoeba-thing was what you were after... **Capt:** B.O.W.? amoeba...? You mean you didn't know that we were after the girl, all this time? **Barry:** Don't give me that, the B.O.W. is supposed to have green Blood! Lucia's blood is red! **Capt:** Of course her blood is red! She's the host. The B.O.W. is a parasite! It's inside her body! **Barry:** What? **Capt:** In another ten days, the B.O.W. will mature and reach a stage where it can eat its way out of the girl.
- [15] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. **Barry:** It's all right, Lucia! I'm sure I can persuade the ship's Captain to lend us his ship's surgeon to extract the parasite. **Capt:** Don't be stupid, who knows what complications an early extraction might cause! **Barry:** Listen carefully, Captain. I'll give you a simple choice... Extraction or extinction!
- [16] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. Suddenly, the parasite breaks free from the glass and attacks the Captain. The parasite drains the life from the Captain, turning him into a Zombie.
- [17] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. **Barry:** Sounds like that thing's attacking anything in sight! We've got to get to the bridge to turn this sub around and rescue Leon!
- [18] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. **Barry:** Leon! you're alive. **Leon:** You came back?! **Barry:** What did you expect?! Now c'mon, let's get out of here! **Lucia:** Barry I... I don't think that's Leon. **Barry:** What?!! **Lucia:** I mean what I said... I don't think that's Leon.
- [19] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. As Barry and Lucia enter the engine room, they see Leon sitting on the floor. **Leon:** Barry? **Barry:** Hold it right there, Leon. If you are Leon? **Leon:** What? First, you leave me behind on this sinking ship, and now you're trying to order me around! I oughtta wring your... **Barry:** It is you, chill out man! I can explain...
- [20] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. Suddenly, out of the darkness, the creature lunges, grabbing Lucia and pulling her into the sea.
- [21] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. Leon waits for Barry to surface. Pulling Lucia from the ocean, they both make it onto the deck of the ship. [...] Eerily standing behind Barry and Lucia is another Lucia.
- [22] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. Lucia nicks her hand with a knife and oozes red blood. **Barry:** Ouch! Good thinking, Lucia.
- [23] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. Barry, Leon, and Lucia finally make it onto the deck of the Sub.
- [24] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. **Barry:** Your hand.. it's cut and it's not healing... **Lucia:** You're right! And my ears aren't ringing anymore! **Barry:** That means... **Lucia:** I've lost my power! I'm normal!
- [25] Capcom Co., Ltd.; M4 Limited (29 March 2002). “Bio-hazard Gaiden” . Capcom Co., Ltd. バリー: ここから脱出したらオレの家にこないかルシア？ むすめはおおいほうがにぎやかでいいからな。ルシア: ありがとうバリー。とてもうれしいわ。 / **Barry:** Why don't you come live with my family once we escape from here, Lucia? That is, if you don't mind having two sisters... **Lucia:** Thank you, Barry. I'm so happy.
- [26] “Games” . M4 Limited. 7 June 2002. Archived from the original on 4 August 2002. Retrieved 24 January 2010.
- [27] Capcom Co., Ltd.; M4 Limited (3 June 2002). “Resident Evil Gaiden” . Capcom Entertainment, Inc. Scene: staff credits.
- [28] “Resident Evil Gaiden for Game Boy Color” . GameRankings. CBS Interactive Inc. Retrieved 24 January 2010.
- [29] Marriott, Scott Alan. “Resident Evil Gaiden - Overview” . Allgame. Rovi Corporation. Retrieved 6 April 2010.
- [30] Skittrell, Lee (31 December 2001). “Resident Evil Gaiden Review” . ComputerAndVideoGames.com. Dennis Publishing Limited. Retrieved 1 September 2010.
- [31] Major Mike (5 June 2002). “Resident Evil Gaiden Review” . GamePro. GamePro Media, Inc. Archived from the original on 2009-03-18. Retrieved 24 January 2010.
- [32] Provo, Frank (31 July 2002). “Resident Evil Gaiden Review” . GameSpot. CBS Interactive Inc. Retrieved 24 January 2010.

7.2 Resident Evil Portable

This article is about the media franchise. For the first video game in the franchise, see *Resident Evil* (1996 video game). For the first film, see *Resident Evil* (film). For other uses, see *Resident Evil* (disambiguation).

Resident Evil (バイオハザード *Baiohazādo*, literally “Biohazard”) is a horror fiction video game based media franchise created by Shinji Mikami and owned by the video game company Capcom. The franchise focuses around a series of survival horror video games, but has since branched out into comic books, novels and novelizations, sound dramas, a non-canonical series of live-action films and animated sequels to the games, and a variety of associated merchandise, such as action figures. The overarching plot of the series focuses on multiple characters and their roles in recurring outbreaks of zombies and other monsters, initially due to the release of the T-virus, a biological weapon created by the fictional Umbrella Corporation.

The eponymous first game in the series was released in 1996 as a survival horror video game, but the franchise has since grown to encompass other video game genres. The series is a mix of action and horror film-inspired plot-lines, exploration and puzzle solving, but from *Resident Evil 4* onwards, the main series took a more third-person shooter approach with fewer puzzles and greater emphasis on gunplay and weapons upgrading. As of 2014, the video game series has sold 61 million units worldwide. It has become Capcom’s biggest ever franchise in terms of sales and marked the start of the “survival horror” genre, which was already influenced by earlier efforts such as *Sweet Home* (also by Capcom) and the *Alone in the Dark* series.

7.2.1 History

See also: List of Resident Evil characters

The survival horror video game *Resident Evil* made its debut on the PlayStation in 1996, and was later ported to the Sega Saturn. It was a critical and commercial success,^{*[1]} leading to the production of two sequels, *Resident Evil 2* in 1998 and *Resident Evil 3: Nemesis* in 1999, both for the PlayStation. A port of *Resident Evil 2* was released for the Nintendo 64. In addition, ports of all three were released for Windows. The fourth game in the series, *Resident Evil Code: Veronica*, was developed for the Sega Dreamcast and released in 2000, followed by ports of 2 and 3. *Resident Evil Code: Veronica* was later re-released for Dreamcast in Japan in an updated form as *Code: Veronica Complete*, which included slight changes, many of which revolved around story cutscenes. This updated version was later ported to the PlayStation 2 and GameCube under the title *Code: Veronica X*.

Despite earlier announcements that the next game in the series would be released for the PlayStation 2, which resulted in the creation of an unrelated game titled *Devil May Cry*, series’ creator and producer Shinji Mikami decided to make the series exclusively for the GameCube.^{*[2]} The next three games in the series—a remake of the original *Resident Evil* and the prequel *Resident Evil Zero*, both released in 2002, as well as *Resident Evil 4*—were all released initially as GameCube exclusives. *Resident Evil 4* was later released for Windows, PlayStation 2 and Wii. In addition, the GameCube received ports of the previous *Resident Evil* sequels. Despite this exclusivity agreement between Capcom and Nintendo, Capcom released several *Resident Evil* titles for the PlayStation 2 that were not considered direct sequels.

A trilogy of GunCon-compatible light gun games known as the *Gun Survivor* series featured first person game play. The first, *Resident Evil Survivor*, was released in 2000 for the PlayStation and PC, but received mediocre reviews.^{*[3]} The subsequent games, *Resident Evil Survivor 2 Code: Veronica* and *Resident Evil: Dead Aim*, fared somewhat better.^{*[4]} *Dead Aim* is actually the fourth *Gun Survivor* game in Japan, with *Gun Survivor 3* being the *Dino Crisis* spin-off *Dino Stalker*. In a similar vein, the *Chronicles* series features first person game play, albeit on an on-rails path. *Resident Evil: The Umbrella Chronicles* was released in 2007 for the Wii, with a follow up, *Resident Evil: The Darkside Chronicles* released in 2009.

Resident Evil Outbreak is an online game for the PlayStation 2, released in 2003, depicting a series of episodic storylines in Raccoon City set during the same time period as *Resident Evil 2* and 3. It was the first in the series and the first survival horror title to feature cooperative gameplay and online multiplayer support.^{*[5]*[6]} It was followed by a sequel, *Resident Evil Outbreak File #2*. Raccoon City is a metropolis located in the Arklay Mountains of North America that succumbed to the deadly T-virus outbreak and was consequently destroyed via a nuclear missile attack issued by the United States government. The town served a critical junction for the series’ progression as one of the main catalysts to Umbrella’s downfall as well as the entry point for some of the series’ most notable characters.

Resident Evil Gaiden is an action-adventure game for the Game Boy Color featuring an RPG-style combat system. There have also been several downloadable mobile games based on the *Resident Evil* series in Japan. Some of these mobile games have been released in North America and Europe through T-Mobile. At the Sony press conference during the E3 2009, it was announced that *Resident Evil Portable* would be released for the PlayStation Portable.^{*[7]*[8]*[9]} Described as an all-new title being developed with “the PSP Go in mind” and “totally different for a *Resident Evil* game”. However, as of 2012, no further announcements have been made, and the game is considered to have been cancelled.^{*[10]*[11]}

In March 2011, Capcom revealed the third-person shooter *Resident Evil: Operation Raccoon City*, which was developed by Slant Six Games for the PlayStation 3, Xbox 360 and Microsoft Windows and released in March 2012. A survival horror game for the Nintendo 3DS, *Resident Evil: Revelations*, was released in February 2012.*[12] In October of the same year, the next numbered entry in the main series, *Resident Evil 6*, was released to mixed reviews,*[13] but enthusiastic pre-order sales.*[14]

HD Collections released HD ports of *Resident Evil 4*, *Resident Evil: Code Veronica X*, *Resident Evil: The Umbrella Chronicles*, and *Resident Evil: The Darkside Chronicles*.

In 2013, producer Masachika Kawata said the *Resident Evil* franchise would return to focus on elements of horror and suspense over action, adding, “Survival horror as a genre is never going to be on the same level, financially, as shooters and much more popular, mainstream games. At the same time, I think we need to have confidence to put money behind these projects, and it doesn't mean we can't focus on what we need to do as a survival horror game to meet fan's needs.”*[15]

Resident Evil: Revelations 2 has been announced for an early 2015 release.*[16]

7.2.2 Additional media

In addition to video games, several other *Resident Evil* merchandise and tie-in products have been released, including various films, comic books and novels.

Films

Main article: *Resident Evil* (film series)

Five live action films have been released under the title of *Resident Evil*. These films do not follow the games' premise but do include game characters Jill Valentine, Claire Redfield, Nemesis, Chris Redfield, Carlos Oliveira, Leon S. Kennedy, Ada Wong and Albert Wesker, and were all written and produced by Paul W. S. Anderson. The series' protagonist is Alice, an original character created for these films. Despite a negative reaction from critics, the live action film series has made over \$900 million worldwide.*[17] They are, to date, the only video game adaptations to increase the amount of money made by each successful film.*[18] The series holds the record for the “Most Live-Action Film Adaptations of a Video Game” in the 2012 *Guinness World Records Gamer's Edition*, which also described it as “the most successful movie series to be based on a video game.”*[6]

- *Resident Evil* (2002; directed by Paul W. S. Ander-

son)

- *Resident Evil: Apocalypse* (2004; directed by Alexander Witt)
- *Resident Evil: Extinction* (2007; directed by Russell Mulcahy)
- *Resident Evil: Afterlife* (2010; directed by Paul W. S. Anderson)
- *Resident Evil: Retribution* (2012; directed by Paul W. S. Anderson)*[19]
- *Resident Evil: The Final Chapter* (TBA; directed by Paul W. S. Anderson)

Two CGI movies have been produced based on the video game series rather than the film franchise, starring Leon S. Kennedy, Claire Redfield and Ada Wong, as well as original characters new to the canon.

- *Resident Evil: Degeneration* (2008; directed by Makoto Kamiya)
- *Resident Evil: Damnation* (2012; directed by Makoto Kamiya)

In addition, there is a stand-alone short film, *Biohazard 4D-Executer* (2000).

The official *Resident Evil* Facebook account recommended Strike to Burn Productions' fan film *Resident Evil: Red Falls*: “We love seeing all sorts of *Resident Evil* creations which our fans make, this 50 minute fan film is one of the most impressive!” *Resident Evil: Red Falls* takes place between *Resident Evil 5* and *Resident Evil 6*.

Novels

The earliest *Resident Evil* novel was Hiroyuki Ariga's novella *Biohazard: The Beginning* published in 1997 as a portion of the book *The True Story of Biohazard*, which was given away as a pre-order bonus with the Saturn version of *Biohazard*. The story serves as a prelude to the events of the original *Resident Evil*, in which Chris investigates the disappearance of his missing friend, Billy Rabbitson.

S. D. Perry has written novelizations of the first five games, as well as two original novels taking place between games. Her seven titles are:

- *The Umbrella Conspiracy*, a novelization of the first game.
- *Caliban Cove*, an original novel set after the first game.
- *City of the Dead*, a novelization of *Resident Evil 2*.

- *Underworld*, another original novel set after *Resident Evil 2*
- *Nemesis*, a novelization of the third installment of the franchise.
- *Code: Veronica*, a novelization of the homonymous game.
- *Zero Hour*, a novelization of the prequel game.

The novels often took liberties with the plot of the games by exploring events occurring outside and beyond the games. This often meant that the novels would later be contradicted by the games and, on a few occasions, themselves.* [20] One notable addition from the novels is the original character Trent, who often served as a mysterious behind-the-scenes string-puller who aided the main characters. Perry's novels were translated and released in Japan with new cover arts by Wolfina.* [21] Perry's novels, particularly *The Umbrella Conspiracy*, also alluded to events in *Biohazard: The Beginning*, such as the disappearance of Billy Rabbitson and Brian Irons' bid to run for Mayor. A reprinting of Perry's novels with new cover artwork began in 2012 to coincide with the release of *Resident Evil: Retribution* and its respective novelization.

There was also a trilogy of original *Biohazard* novels in Japan. *Hokkai no Yōjū* (北海の妖獸, lit. “The Strange Beast of the North Sea”) was published in 1998 and was written by Kyū Asakura and the staff of Flagship. Two additional novels were published in 2002, *To the Liberty* by Suien Kimura and *Rose Blank* by Tadashi Aizawa. While no official English translation of these novels has been published yet, the last two books were translated into German and published in 2006.

Novelizations of four of the five films; *Genesis*, *Apocalypse*, *Extinction* and *Retribution*, were written by Keith R. A. DeCandido, while *Retribution* was written by John Shirley, though *Afterlife* did not receive a novelization. The *Genesis* novel was published over two years after that film's release while the *Extinction* novel was released in late July 2007, two months before the film's release. There was also a Japanese novelization of the first film, unrelated to DeCandido's version, written by Osamu Makino. Makino also wrote two novels based on the game *Resident Evil: The Umbrella Chronicles*. The books are a two-part direct novelization of the game and have been published in Japanese and German only. The first novel which was titled *Biohazard: The Umbrella Chronicles Side A* in Japan and *Resident Evil: The Umbrella Chronicles 1* in Germany was released on December 22, 2007. The second novel which was titled *Biohazard: The Umbrella Chronicles Side B* in Japan and *Resident Evil: The Umbrella Chronicles 2* in Germany was published in January 2008.

Comics

In 1997, Marvel Comics published a single-issue prologue comic based on the original *Resident Evil*, released through a promotional giveaway alongside the original PlayStation game.

In 1998, Wildstorm began producing a monthly comic book series based on the first two games titled *Resident Evil: The Official Comic Magazine*, which lasted five issues. The first four issues were published by Image, while the fifth and final issue was published by Wildstorm themselves. Each issue was a compilation of short stories that were both adaptations of events from the games, as well as related side-stories. Like the Perry novels, the comics also explored events occurring beyond *Resident Evil 2* (the latest game during the series' publication) and thus were contradicted by later games. Wildstorm also published a four-issue miniseries titled *Resident Evil: Fire & Ice*, which depicted the ordeal of Charlie Team, a third STARS team created specifically for the comic. In 2009, Wildstorm reprinted *Fire & Ice* in a trade paperback collection.* [22]

In Hong Kong, there has been officially licensed *Biohazard* manhua adaptations of *Biohazard 3* and *Code: Veronica* by Lee Chung Hing. The latter was translated into English and published by Wildstorm as a series of four graphic novel collections.

In 2009, Wildstorm began publishing a comic book prequel to *Resident Evil 5*, simply titled *Resident Evil*, which centers around two original members of the BSAA named Mina Gere and Holiday Sugarman. Written by Ricardo Sanchez and illustrated by Kevin Sharpe and Jim Clark, the first issue was published on March 11, 2009. On November 11, 2009, the third issue was released and the fourth was released March 24, 2010. The sixth and final book was finally published in February 2011.* [23]

Merchandise



Resident Evil theme restaurant

Over the years, various toy companies have acquired the *Resident Evil* license and each producing their own unique line of *Resident Evil* action figures or models.* [24]

These include, but not limited to, Toy Biz, Palisades Toys, NECA and Hot Toys.

Tokyo Marui also produced replicas of the guns used in the *Resident Evil* series in the form of gas blow-back airsoft guns. Some models included the STARS Beretta featured in *Resident Evil 3*, and the Desert Eagle in a limited edition that came with other memorabilia in a wooden case, along with the Gold Luger from *Code: Veronica* and the “Samurai Edge” pistol from the *Resident Evil* remake. Other merchandise includes an energy drink called “T-Virus Antidote” .

Resident Evil Archives is a reference guide of the *Resident Evil* series written by staff members of Capcom. It was translated into English and published by BradyGames. The guide describes and summarizes all of the key events that occur in *Resident Evil Zero*, *Resident Evil*, *Resident Evil 2*, *Resident Evil 3*, and *Code: Veronica*. Along with the main plot analysis, it also contains character relationship charts, artwork, item descriptions and file transcripts for all five games. A second Archives book was later released in December 2011 and covers *Resident Evil 4*, *Resident Evil 5*, the new scenarios detailed in *Resident Evil: The Umbrella Chronicles* and *Resident Evil: The Darkside Chronicles*, and the 2008 CGI movie, *Resident Evil: Degeneration*. The second Archives volume was also translated by Capcom and published by BradyGames.

Resident Evil theme restaurant Biohazard Cafe & Grill S.T.A.R.S. opened in Tokyo in 2012.* [25] Halloween Horror Nights 2013, held at Universal Orlando, featured a haunted house titled *Resident Evil: Escape from Raccoon City*, based on *Resident Evil 2* and *Resident Evil 3: Nemesis*.* [26]

7.2.3 Reception



Resident Evil cosplay group at Lucca Comics & Games 2012 in Italy

Using horror elements, puzzle solving, and a lot of action, most of the games in the main *Resident Evil* series have been released to positive reviews. Some of the games, most notably *Resident Evil*, *Resident Evil 2* and *Resident Evil 4*, have been bestowed with multiple Game of the

Year honors and often placed on lists of the best video games ever made.

In 2012, *Complex* ranked *Resident Evil* at number 22 on the list of the best video game franchises.* [100] That same year, G4tv called it “one of the most successful series in gaming history.” * [101] The series has sold 62 million units as of September 30, 2014.* [102]

7.2.4 See also

- Genetic engineering in fiction
- List of zombie video games
- *Alone in the Dark* – a survival horror video game which inspired *Resident Evil*.
- *Dead Rising* - a similar video game series from Capcom.
- *Devil May Cry* – a video game series from Capcom, The first of which was originally planned to be *Resident Evil 4*.
- *Dino Crisis* – a similar video game series from Capcom.
- *Onimusha* – a similar video game series from Capcom.
- *Silent Hill* – a survival horror video game series regarded as the primary rival of *Resident Evil*.* [103]
- *Sweet Home* – a survival horror game which inspired *Resident Evil*.
- *The Evil Within* – a survival horror game made by the series original creator, Shinji Mikami.

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- Resident Evil Wiki

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7.3.4 Resident Evil: Mercenaries Vs.

Main article: Resident Evil: Mercenaries Vs.

Resident Evil Mercenaries VS. is an iOS exclusive title based on the BIOHAZARD THE MERCENARIES 3D release on Nintendo's portable console. This is very much a watered down version of Resident Evil The Mercenaries 3D, but represents the first online multi-player game using the iOS platform from Capcom. There are only three playable characters in three locations. Like many of the new generation mercenaries games, players are encouraged to score as many points as possible by killing B.O.W's. Combo hits can increase the timer for a player in that stage thereby allowing him to score even more points. As this is a "verses" title, players can also take out other human controlled AI which was first seen in the verses version of the Resident Evil 5 mercenaries unlockable game. Resident Evil Mercenaries VS. will only run on more up to date versions of Apple's iOS. It will work on iPhone 4, iPhone 3GS, iPad, iPod touch 4th, iPod touch 3rd 16GB and 32GB, or better. It is not compatible with the iPhone 3G, iPod touch 1st, 2nd, 3rd 8GB. Resident Evil Mercenaries VS. supports 2 vs 2 online team match which is free to play for all via Wi-Fi. 1 vs 1 team is Free for all via Bluetooth and Single player Training and Coin Shooter mode. This game has three players to choose from which include, Chris Redfield, Albert Wesker, and Jill Valentine. All characters are present in the attire worn in Resident Evil 5. There are initially three maps to choose from which are entitled, "Dock", "Fort", and "Castle". All these have been taken from Resident Evil 4 and feature many of the Plagas infected Ganado and even the chainsaw Ganado.

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Utilizing the same 3D engine that was used in Resident Evil 4 Mobile Edition, the Nokia version of Degeneration plays very much like an extension of the same formula, set in Harvardville Airport. The game boasts the best looking graphics for any Resident Evil cellphone game with a fully 3D environment for Leon S. Kennedy to explore.

The iPhone version of the game is divided into 10 small chapters, with Leon completing simple objectives whilst battling the undead. As opposed to the CGI film, much more time is spent in the airport with the ultimate goal being to prevent infected planes from taking to the air on their auto-pilot systems.

Further expansion in the iPhone version takes place in the form of new B.O.W.s within the airport confines. Cer-

berus, a gold Tyrant resembling the T-002 seen in the Saturn release of the original Resident Evil which you fight in the medical bay, and a Tyrant T-103, which you fight in a plane's cargo hold and finally a warehouse area.

Degeneration was a major project and one of the flagship triple A titles for the relaunched N-Gage platform. Originally the N-Gage was made to be a competitor to Nintendo's Game Boy, but sales were extremely poor, and the two specialist phones were soon discontinued. Undeterred Nokia re-released the concept of the N-Gage, this time incorporated into newly released mobile phones. The N81 being the first model to receive the gaming treatment, now most premier Nokia models have the N-Gage platform built in ready to download new titles.

3D Version

Degeneration was outsourced to developer IdeaWorks 3D who used the Resident Evil 4 engine and maintained the "over-the-shoulder" perspective. Similar items and the same art design in terms of weapons and ammunition has also been recycled from the game as well.

2D Version

A 2D Version of the game was also released for other cell phones, this version utilizes the same system as the 2D version of Resident Evil: The Missions, however, the game is linear and has no alternative routes, As with the more advanced version of the game, the plot is non-canon.

iPhone Version

An iPhone OS version was released for the platform developed by Capcom's mobile division. Despite their involvement, it is deemed non-canon. The engine used in this version was later refined and used for Resident Evil 4 iPhone Edition released two months later and the soon to be released Resident Evil 4: iPad Edition.

A Lite version is also now available free for the iPhone. This acts an extended demonstration of the game by portraying the opening scenario's only.

7.3.6 Resident Evil Assault The Nightmare

Resident Evil Assault The Nightmare is another cell phone game developed by LivingMobile with a unique graphical look reminiscent of anime in a first person action shooter. *Assault the Nightmare runs as a first person shooter, with players using the arrow keys on their phone to aim the gun in front of them at the oncoming hordes of undead. Various weapons are included, and players will have to reload too, and with the onslaught fairly relentless, this is a tough game.*

The graphical design is unique with an almost anime approach being adopted. Zombies look very cartoony with thick black outlines, and the civilians resemble anime characters.

The game is of FPS type. You will now and then encounter three doors to select from. One of them will be green and require that you to find a key which unlocks it. As you try for that, you walk down passages as you are attacked by zombies and lickers. In terms of weapons you start with a pistol, however now and then you will find new weapons such as submachine guns and magnums coming down in boxes.

There are 4 alternative endings to the game despite the lack of clear story narrative.

Plot

You are not given much information other than that there has been an emergency at a castle outside a city where horrible things have happened and that you are requested to go there. Players do not know who they are, or where they are, or why they are there other than to rescue civilians.

7.3.7 Resident Evil Zombie Buster

Resident Evil Zombie Buster was an early foray into the ever growing mobile phone games industry. Using familiar characters and creatures from the Resident Evil universe.

Like the name might suggest, this game is about fighting. As either Leon S. Kennedy or Claire Redfield, you are faced with the task of defending a line which zombies are going to try and breach. Other B.O.W.s do make an appearance in this quirky overhead view shoot 'em up.

7.3.8 Resident Evil Uprising

Resident Evil Uprising is the direct sequel to Resident Evil Genesis; the alternate take on some of the series most memorable moments.

Like Genesis, the game is divided into isometric squares, akin to the Confidential Report series, but this time the setting is the RPD with Resident Evil 2 heroine, Claire Redfield.

Plot

Looking for her lost brother, Chris Redfield, Claire arrives in Raccoon City to find the city overrun with the undead and other monstrosities. Initially seeking refuge in the R.P.D, Claire must battle out of the building in order to escape the horrors that lurk in every room.

7.3.9 Resident Evil Outbreak Survive

OUTBREAK SURVIVE is the first game in the 'Social Survival Horror' genre, developed for mobile phones on the Japanese social networking service; GREE. It was officially announced on April 18, 2011.

7.3.10 Resident Evil: Afterlife Movie Game

The game is titled Resident Evil : Afterlife 3D Movie Game, and is available on the iTunes App store. It works with both iPhones and iPads. The game is developed by Sony Pictures. It is available for free.

7.3.11 References

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A 2D Version of the game was also released for other cell phones, this version utilizes the same system as the 2D version of Resident Evil: The Missions, however, the game is linear and has no alternative routes, As with the more advanced version of the game, the plot is non-canon.

iPhone Version

An iPhone OS version was released for the platform developed by Capcom's mobile division. Despite their involvement, it is deemed non-canon. The engine used in this version was later refined and used for Resident Evil 4 iPhone Edition released two months later and the soon to be released Resident Evil 4: iPad Edition.

A Lite version is also now available free for the iPhone. This acts an extended demonstration of the game by portraying the opening scenario's only.

7.4.6 Resident Evil Assault The Nightmare

Resident Evil Assault The Nightmare is another cell phone game developed by LivingMobile with a unique graphical look reminiscent of anime in a first person action shooter.

Assault the Nightmare runs as a first person shooter, with players using the arrow keys on their phone to aim the gun in front of them at the oncoming hordes of undead. Various weapons are included, and players will have to reload too, and with the onslaught fairly relentless, this is a tough game.

The graphical design is unique with an almost anime approach being adopted. Zombies look very cartoony with thick black outlines, and the civilians resemble anime characters.

The game is of FPS type. You will now and then encounter three doors to select from. One of them will be green and require that you to find a key which unlocks it. As you try for that, you walk down passages as you are attacked by zombies and lickers. In terms of weapons you start with a pistol, however now and then you will find new weapons such as submachine guns and magnums coming down in boxes.

There are 4 alternative endings to the game despite the lack of clear story narrative.

Plot

You are not given much information other than that there has been an emergency at a castle outside a city where horrible things have happened and that you are requested to go there. Players do not know who they are, or where they are, or why they are there other than to rescue civilians.

7.4.7 Resident Evil Zombie Buster

Resident Evil Zombie Buster was an early foray into the ever growing mobile phone games industry. Using familiar characters and creatures from the Resident Evil universe.

Like the name might suggest, this game is about fighting. As either Leon S. Kennedy or Claire Redfield, you are faced with the task of defending a line which zombies are going to try and breach. Other B.O.W.s do make an appearance in this quirky overhead view shoot 'em up.

7.4.8 Resident Evil Uprising

Resident Evil Uprising is the direct sequel to Resident Evil Genesis; the alternate take on some of the series most memorable moments.

Like Genesis, the game is divided into isometric squares, akin to the Confidential Report series, but this time the setting is the RPD with Resident Evil 2 heroine, Claire Redfield.

Plot

Looking for her lost brother, Chris Redfield, Claire arrives in **Raccoon City** to find the city overrun with the undead and other monstrosities. Initially seeking refuge in the R.P.D, Claire must battle out of the building in order to escape the horrors that lurk in every room.

7.4.9 Resident Evil Outbreak Survive

OUTBREAK SURVIVE is the first game in the 'Social Survival Horror' genre, developed for mobile phones on the Japanese social networking service; GREE. It was officially announced on April 18, 2011.

7.4.10 Resident Evil: Afterlife Movie Game

The game is titled Resident Evil : Afterlife 3D Movie Game, and is available on the iTunes App store. It works with both iPhones and iPads. The game is developed by Sony Pictures. It is available for free.

7.4.11 References

- [1] IGN: Resident Evil: The Missions Review
- [2] Resident Evil: Genesis Review www.ign.com, January 18, 2008, Retrieved April 26, 2008
- [3] Resident Evil: Genesis Review www.iup.com, January 15, 2008, Retrieved May 12, 2008

7.5 Resident Evil: The Missions

Starting with *Biohazard i Survivor* in 2001, several mobile games based on the *Resident Evil* survival horror franchise have been released. The games feature different genres and settings, and were developed by the Japanese and Canadian branches of Capcom.

7.5.1 Resident Evil: The Missions

Resident Evil: The Missions, known as *Biohazard: The Missions* in Japan, is an survival horror game developed by Capcom. It is designed to be a series of short challenges which can be completed in a matter of minutes, and does not attempt to provide a new storyline. There is also an enhanced 3D version of the title. In *The Missions*, players primarily control **Jill Valentine**, although other characters can be unlocked through continued play.*[1] The game recycles prerendered backgrounds from several of the PlayStation era for its backdrops.

The game features 150 different missions. Although some of the missions have the same objective no two missions are exactly alike. Objectives vary from killing enemies in a certain manner, killing enemies with a limited arsenal, getting to a location within the given time or fighting enemies in the dark. There are also several unlockables, such as several new costumes, gallery images, weapons, or extra equipment such as light weight boots that increase movement speed, a laser sight that improves aiming, a customising pack that gives each weapon a unique ability or a side pack that gives the ability to carry two extra normal items. The player controls Jill Valentine. When aiming specifically for an enemy's head or legs a small targeting reticule appears in front of the target and expands and contracts rhythmically. When the aim is as small as possible the chance of hitting the targeted area is greater. At the end of each mission a score is determined by time, kills, damage or a combination of the three along with item usage. The 3D version of *The Missions* has been generally well-rated for its good graphics which consist of quite advanced 3D models.

7.5.2 Resident Evil: Confidential Report

Resident Evil: Confidential Report is a turn-based strategy game series by Capcom originally released in 2004. The series contains four titles (File 1-4). *Confidential Report* is markedly different from its predecessors. It uses turn-based movement and combat utilizing a grid system. Like *Resident Evil 2*, each game features two scenarios with two different characters.

Plot

Rookie cop Tyler Hamilton has been assigned to guard the Umbrella Storage Facility in **Raccoon City** when an explosion from underground rocks the foundations. Tyler is knocked down, and trapped inside the Storage Facility, however as he wakes up he notices hoards of the undead coming towards him. Meanwhile, FBI Agent, Naomi McClain has been sent into the city to investigate the experiments of this facility, and locate what the previous agent could not; concrete evidence direct from secret FBI informants working within Umbrella's ranks.

After surviving the horrors of the infested Storage Facility, Tyler has been holding up in a local police station. Suddenly, the distress alarm rings from Raccoon University. Governed by his sense of duty, Tyler bravely sets off to the university believing there to be survivors. Unknown to Tyler, Naomi also picks up the distress call, and realises that there is a strong possibility that the alarm was raised by one of the informants she is looking for. She sets off to the university to find more clues to Umbrella and rescue this vital person.

7.5.3 Resident Evil: Genesis

Resident Evil: Genesis is a puzzle adventure game developed by Capcom Interactive Canada released on March 5, 2008. In *Genesis*, players are taken back to the origins of the *Resident Evil* franchise, taking the role of Jill Valentine as she investigates the disappearance of the STARS Bravo team and uncovers the secrets hidden in the mansion of Ozwell E. Spencer. *Genesis* was developed from the ground up as a mobile phone title and designed to work more effectively with the limited control scheme and screen size. The result is a game that is more of a puzzle adventure game than the survival horror titles found in console versions. The game scored 7.8 of 10 points on IGN and an 'A' on 1UP.com.* [2]* [3]

7.5.4 Resident Evil: Mercenaries Vs.

Main article: Resident Evil: Mercenaries Vs.

Resident Evil Mercenaries VS. is an iOS exclusive title based on the BIOHAZARD THE MERCENARIES 3D release on Nintendo's portable console. This is very much a watered down version of Resident Evil The Mercenaries 3D, but represents the first online multi-player game using the iOS platform from Capcom. There are only three playable characters in three locations. Like many of the new generation mercenaries games, players are encouraged to score as many points as possible by killing B.O.W's. Combo hits can increase the timer for a player in that stage thereby allowing him to score even more points. As this is a "verses" title, players can also take out other human controlled AI which was first seen in the verses version of the Resident Evil 5 mercenaries unlockable game. Resident Evil Mercenaries VS. will only run on more up to date versions of Apple's iOS. It will work on iPhone 4, iPhone 3GS, iPad, iPod touch 4th, iPod touch 3rd 16GB and 32GB, or better. It is not compatible with the iPhone 3G, iPod touch 1st, 2nd, 3rd 8GB. Resident Evil Mercenaries VS. supports 2 vs 2 online team match which is free to play for all via Wi-Fi. 1 vs 1 team is Free for all via Bluetooth and Single player Training and Coin Shooter mode. This game has three players to choose from which include, Chris Redfield, Albert Wesker, and Jill Valentine. All characters are present in the attire worn in Resident Evil 5. There are initially three maps to choose from which are entitled, "Dock", "Fort", and "Castle". All these have been taken from Resident Evil 4 and feature many of the Plagas infected Ganado and even the chainsaw Ganado.

7.5.5 Resident Evil: Degeneration

The first Resident Evil game to be released based on supplementary material and the first game on Nokia N Gage 2.0 system and iPhone platform. In this case Degener-

ation is based on the CGI film of the same name, and incorporates many aspects seen from the film.

Utilizing the same 3D engine that was used in Resident Evil 4 Mobile Edition, the Nokia version of Degeneration plays very much like an extension of the same formula, set in Harvardville Airport. The game boasts the best looking graphics for any Resident Evil cellphone game with a fully 3D environment for Leon S. Kennedy to explore.

The iPhone version of the game is divided into 10 small chapters, with Leon completing simple objectives whilst battling the undead. As opposed to the CGI film, much more time is spent in the airport with the ultimate goal being to prevent infected planes from taking to the air on their auto-pilot systems.

Further expansion in the iPhone version takes place in the form of new B.O.W.s within the airport confines. Cerberus, a gold Tyrant resembling the T-002 seen in the Saturn release of the original Resident Evil which you fight in the medical bay, and a Tyrant T-103, which you fight in a plane's cargo hold and finally a warehouse area.

Degeneration was a major project and one of the flagship triple A titles for the relaunched N-Gage platform. Originally the N-Gage was made to be a competitor to Nintendo's Game Boy, but sales were extremely poor, and the two specialist phones were soon discontinued. Undeterred Nokia re-released the concept of the N-Gage, this time incorporated into newly released mobile phones. The N81 being the first model to receive the gaming treatment, now most premier Nokia models have the N-Gage platform built in ready to download new titles.

3D Version

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7.6 Resident Evil: Revelations

Resident Evil: Revelations, known as *Biohazard Revelations* (Japanese: バイオハザードリベレーションズ Hepburn: *Baiōhazādo Ribērēshonzu*) in Japan, is a survival horror video game developed by Capcom and originally released for the *Nintendo 3DS* handheld game console in early 2012. The game is part of the *Resident Evil* video game series and takes place between the events of *Resident Evil 4* and *Resident Evil 5*. The story of the game follows series protagonists Jill Valentine and Chris Redfield as they try to stop a bioterrorist organization from infecting the Earth's oceans with a virus.

Resident Evil: Revelations emphasizes survival, evasion, and exploration over fast-paced combat by providing the player with limited ammunition, health, and movement speed. It was designed to bring back the content and horror of the series' roots, while at the same time trying to modernize the gameplay. *Resident Evil: Revelations* was also the first game to support the Nintendo 3DS Circle Pad Pro outside Japan. The game was a moderate commercial success and received generally positive reviews from video game critics, who praised its graphics, sound effects, and horror setting. A high definition version of the game was released for Microsoft Windows, PlayStation 3, Wii U and Xbox 360 in 2013.

7.6.1 Gameplay



The player controls Jill Valentine from a third-person perspective on the top screen of the Nintendo 3DS. Weapons and an automap feature are displayed on the bottom screen.

Resident Evil: Revelations is a survival horror game where the player controls the on-screen character from a third-person perspective to interact with the environment and enemies. In the game's single-player campaign, the player must complete a series of scenarios collected together into episodes.^[1] Most of the scenarios involve the player controlling Jill Valentine aboard a ghost ship in the Mediterranean Sea, but some require the player to play as other characters in different settings.^[1] To finish a scenario and proceed to the next one, the player must complete certain objectives such as solving puzzles, defeating a boss, collecting keys that open doors to new areas, and reaching a specific point in the game, among others.^[1]

As a survival horror game, *Resident Evil: Revelations*

emphasizes survival, evasion, and exploration over fast-paced combat by providing the player with limited ammunition, health, and movement speed. The player has the ability to run, climb ladders, swim and dive underwater for a limited period of time.^[1] Up to three firearms can be carried at one time, in addition to grenades and the standard combat knife. Firearms range from handguns to shotguns, submachine guns and rifles.^[2] When aiming a firearm to shoot enemies, the gameplay switches into a first-person perspective.^[3] Playing as Jill, the player can upgrade firearms by finding special items throughout the game.^[2] The player may also perform melee attacks when an enemy has been stunned after being shot at the right time. Ammunition and health suppliers are dispersed among the game to help players increase their resources.^[2] A device called Genesis can be used to scan and find items hidden throughout the game's environments.^[3] The game also features an automap to help players navigate the game.^[2]

In addition to the single-player campaign, *Resident Evil: Revelations* offers a more action-oriented mode, called Raid Mode, where one or two players may fight their way through a selection of altered scenarios from the single-player campaign.^[4] These usually feature enemies of varying power for the player to defeat. Once a scenario has been completed, the player is rewarded with experience and battle points that can be exchanged for various weapons and items at a store. Gaining experience and acquiring new equipment allow players to progress to higher and more challenging scenarios.^[4] As the player progresses throughout the game, the player may also unlock numerous characters for use in both the single-player campaign and Raid Mode, with each character having a different set of abilities and melee attack.^[5] The game supports a StreetPass functionality that allows different players to exchange items for use in the game.^[6]

7.6.2 Plot

Resident Evil: Revelations is set between *Resident Evil 4* and *Resident Evil 5* and depicts the events shortly after the establishment of the counter-terrorism group Bioterrorism Security Assessment Alliance (BSAA).^[7] One year prior to the game's events, the Federal Bioterrorism Commission (FBC) sent agents Parker Luciani and Jessica Sherawat to keep the "floating city" of Terragrigia under control after the bioterrorist organization Il Veltro launched an attack on the city using genetically modified living creatures known as Bio Organic Weapons (BOW) in opposition to Terragrigia's solar energy development. In the present, BSAA head Clive R. O'Brian sends out BSAA agent Jill Valentine and Parker to search for BSAA agent Chris Redfield and Jessica at their last known location, the cruise ship *Queen Zenobia* in the Mediterranean Sea. They have reportedly gone missing during their mission to investigate Veltro's possible reappearance. Aboard the ship, Jill and Parker encounter several

BOWs infected with the T-Abyss virus and enter a room where they believe Chris is being held, realizing too late that it was a trap apparently set by a Veltro operative. Meanwhile, Chris and Jessica find a base of operations for Veltro; the Valkoinen Mökki airstrip in the mountains. Being informed by O'Brian that Jill and Parker are missing in the Mediterranean, they are redeployed to investigate their whereabouts. O'Brian also sends BSAA agents Quint Cetcham and Keith Lumley to Valkoinen Mökki to gather information.*[8]

Awakening in separate locked rooms, Jill and Parker manage to regroup and witness a video transmission of a Veltro member threatening to infect one fifth of the Earth's oceans with the T-Abyss, which was created in retaliation to the FBC for their involvement in the destruction of Veltro's forces on Terragrigia. Jill and Parker reach the ship's antenna to request evacuation, but learn that a satellite attack on the *Queen Zenobia* has been activated by FBC director Morgan Lansdale. Despite their attempts to confuse the satellite's system and cause a misfire on the ship, the attack floods the ship with water. Chris and Jessica arrive to the *Queen Zenobia* and eventually meet with Jill and Parker. The team is then confronted by the Veltro operative, who poses various questions hinting at a larger conspiracy. However, Jessica shoots him before he can reveal anymore. Parker unmasks him to discover that he was his FBC partner Raymond Vester. He seemingly dies after whispering something to him. Afterwards, Chris and Jill make their way to the ship's laboratory to stop the virus from contaminating the sea, while Parker and Jessica search for a way to stop the ship from sinking. During the search, Parker turns his gun on Jessica, suspecting her of being an FBC mole, as told by Vester. At the same time, Raymond reveals himself to be alive, having worn a kevlar vest, and working with O'Brian. Jessica wounds Parker and initiates a self-destruct sequence before escaping.*[8]

Having found the laboratory, Chris and Jill are confronted by Lansdale via a video uplink, revealing that he worked with Veltro in the Terragrigia Panic in an effort to increase the FBC's funding and international influence. The pair neutralize the virus and proceed to an extraction point. Along the way, they meet with an injured Parker. Despite the pair's attempt at saving him, Parker falls into the fire below a broken catwalk. O'Brian informs Chris and Jill that he had orchestrated the events in an effort to gather evidence of Lansdale's involvement in Terragrigia. He also informs them of the results from Keith and Quint's data analysis: the existence of a sister ship below the ruins of Terragrigia, which was destroyed by Lansdale to eliminate incriminating evidence of his involvement. However, Lansdale then proceeds to arrest O'Brian, cutting off communications. Jill and Chris search for Veltro leader Jack Norman, knowing that he holds evidence against Lansdale. However, he has gone delusional and survived a year by injecting himself with T-Abyss. He then injects himself with an overdose of the virus, which

transforms him into a new type of Tyrant. After a long battle, Chris and Jill defeat him and broadcast the video, exposing Lansdale. As a result, O'Brian is released and the FBC is dissolved. In the end, it is revealed that Parker was saved by Raymond from the explosion. In a post-credits scene, Raymond approaches Jessica at a cafe and gives her a sample of the T-Abyss. She asks him why he saved Parker, with him replying that he "had his reasons".*[8]

7.6.3 Development



A cruise ship was chosen as the main setting of the game due to its claustrophobic corridors and isolation in the middle of the ocean. This concept art depicts the protagonist navigating the ship's corridors.

Resident Evil: Revelations was developed by Capcom and directed by Koshi Nakanishi, who previously worked as a game designer for *Resident Evil 5*.*[9] The development team chose to develop the game for the Nintendo 3DS as they felt that its 3D capabilities could produce a "tense, scary experience with a realistic atmosphere that could make players feel like there could be something lurking around every corner."*[10] The developers main goal was to bring back the content and horror of the series' roots, while at the same time trying to modernize the gameplay.*[11] A cruise ship was chosen as the main setting of the game because it could provide claustrophobic corridors and make the player helpless in the middle of the ocean.*[10] The developers also decided to give the game an episodic structure with short and varied chapters to make it suitable for playing on a portable game console.*[12] The Raid mode was designed so that players could "bring the game to their friends house and enjoy it with friends face to face, as they talk."*[13]

The game uses a ported and downsized version of the internally developed MT Framework graphics engine, which was initially designed for high definition (HD) games such as *Devil May Cry 4* and *Lost Planet 2*.*[10]*[14] According to Nakanishi, "It was thanks to the tremendous efforts of our technical team that we were able to get console-quality graphics from portable hardware."*[10] Some techniques were used to reduce

performance costs; for example, the Genesis scanner reduces the on-screen display complexity and some types of enemies were designed to have simplistic skeletal physics.*[12] To increase the horror aspect of the game, the enemies were designed to moan and emit terrifying sounds even before being spotted by the player. Nakanishi remarked that this mechanic allows players to determine which enemies are coming for them from their sound alone.*[12]

Unlike previous games in the *Resident Evil* series, the developers designed the game so that the player can move and shoot at the same time.*[13] Producer Masachika Kawata explained that the reason why the mechanic was not adopted earlier was because it would make the game too fast for a survival horror game. Despite this, the developers balanced the gameplay of *Resident Evil: Revelations* by slowing down the speed of the player movement and by making enemies move in a complex and spooky manner, “as if they’re trying to avoid your attack.”*[13] The developers decided to support the Circle Pad Pro accessory as soon as it was conceived since improving the game controls was a major priority.*[13] Numerous features were not included in the final product due to time and budget constraints.*[12] The developers originally planned to add a special weapon designed to be used underwater and acquired from Chris at the end of the eight episode, but the plot of the game changed during development and the team had to discard it.*[12] Additionally, the land in the distance that can be seen from the ship in the first episode was originally going to be the setting of the last episode, where Jill would have found something from her past.*[12]

7.6.4 Marketing and release

Resident Evil: Revelations was announced at the Electronic Entertainment Expo 2010 trade show in Los Angeles.*[15] A playable demo referred to as a “pilot version” by Capcom was released with *Resident Evil: The Mercenaries 3D* in 2011.*[16] Another playable demo of the game was made available for download from the Nintendo eShop service in January 2012 in North America and Europe.*[17] IGN editors nominated the game for Best 3DS Game at their Best of E3 2011 Awards and later listed it as one of the 30 most anticipated games of 2012.*[18]*[19] Prior to its release, Capcom sent North American copies of *Resident Evil: Revelations* to reviewers with the game’s title, as printed on the cover’s spine, misspelled as “Revelaitons”. To make up for the error, Capcom offered to replace the cover with a corrected version to users in North America.*[20]

Resident Evil: Revelations was released on January 26, 2012 in Japan, January 27, 2012 in Europe, and February 7, 2012 in North America.*[21] It was the first game to support the Circle Pad Pro outside Japan.*[22] A bundle containing the accessory and the game was exclusively released in Europe.*[22] According to Media Create, the

game sold 296,040 copies in Japan in 2012.*[23] In the United States, the game was among the 25 best-selling video games of February 2012 and sold 122,000 units in March 2012.*[24] Kawata felt that, “going by the 3DS market”, the game was “definitely a success”, despite Capcom’s wish to sell “a little more” given the game’s large development costs.*[25]

7.6.5 Reception

Resident Evil: Revelations received generally positive reviews from video game critics.*[27] Jane Douglas of GameSpot felt that the game is “a thoroughly successful crossbreeding of old-school chills and new-school action”, highlighting its brooding atmosphere and slow-paced combat.*[7] Josh Laddin of Game Revolution went so far as to say that the game is sometimes even superior to the old-school *Resident Evil* games.*[32] Writing for IGN, Richard George described *Resident Evil: Revelations* as “a great handheld game, one that not only pushes the boundaries and standards of the Nintendo 3DS but one that recaptures a long-forgotten spirit of a classic franchise.”*[34] However, he also criticized the scenarios not involving the cruise ship setting and remarked that the constant alterations of characters and gameplay between scenarios hold the game “back from true greatness”, stating that the game “doesn’t understand its strengths”.*[34]

Several critics declared the game’s graphics to be some of the best on the Nintendo 3DS.*[7]*[32]*[28]*[35] Eurogamer reviewer Rich Stanton praised the environments for their lighting and particle effects, while GameSpot credited the highly detailed character models, especially those of Jill and some enemies.*[29] IGN also highlighted the sound design, saying that “Capcom has mastered the ability to play up a soundtrack when appropriate, sometimes completely cutting to isolated noises in order to focus a player on something truly haunting.”*[35] Game Revolution stated similar pros, noting that the game is best experienced when played in the dark with headphones on.*[32] Tim Turi of Game Informer praised the story for its episodic structure and pacing, but also admitted that BSAA agents Quint and Keith are the worst characters in the series’ history.*[3]

GameSpot praised the gameplay for its stop-and-shoot action and use of the Genesis scanner, saying that it “nicely complements the resource scavenging that underpins your survival.”*[7] Game Informer felt that the weapon customization allows for different playstyles, but also criticized the game’s lack of enemy variety in comparison to other games in the series.*[3] Jonathan Deesing of G4 praised the exploration of the cruise ship setting, comparing it favorably to *Super Metroid*.*|[31] However, he criticized the controls for being frustrating and the AI-controlled companions for being useless.*[31] Similarly, IGN commented: “The fact that the game is far scarier when you’re left to your own devices only serves to

emphasize how useless your ally truly is, and how poor of a choice it was to saddle you with one in the first place.” *[34]

In a mixed review, *Edge* felt that the gameplay “takes the best and worst of *Resident Evil*’s past and present, and spot welds them together unevenly. If the designers had committed wholeheartedly to either polarity of action or horror, *Revelations* may have been a headshot, but what we’re left with is more like a glancing blow.” *[28] The Raid Mode was seen as a valuable addition to the game.*[7]*[31]*[29]*[28] Eurogamer stated that the mode “is a great concept for 3DS” and the game “executes it with conviction” due to its unlockable features, challenge, and replayability.*[29] In October 2012, *Resident Evil: Revelations* was nominated for Best Handheld Game and Ultimate Game of the Year at the *Golden Joystick Awards*.*[36] At the IGN’s Best of 2012 Awards, the game was awarded Best 3DS/DS Graphics and received nominations for Best 3DS/DS Sound, Best 3DS/DS Story, and Best 3DS/DS Game.*[37]*[38]*[39]*[40] Additionally, the game was awarded Best Action/Arcade Game and 3DS/DS Game of the Year at the *Pocket Gamer* Awards 2013.*[41]

7.6.6 HD version

An HD version of the game was released for Microsoft Windows, PlayStation 3, Wii U, and Xbox 360 on May 21, 2013 in North America, May 23, 2013 in Japan, and May 24, 2013 in Europe. The HD version features upgraded graphics, additional Raid Mode content such as new weapons and characters, and a new difficulty mode which remixes enemy and item placement in the single-player campaign.*[11]*[42] The HD version does not support the 3D capabilities of the Nintendo 3DS,*[11] but the Wii U version of the game offers additional features using the Wii U GamePad, including dual screen gameplay, Off-TV Play and Miiverse functionality.*[43] Critical reception towards the HD version was mixed to positive.*[44]*[45]*[46]*[47] Taylor Cocke of IGN gave the HD version a rating of 7.5 out of 10 and criticized it for its dated graphics and uneven controls, saying that the game is “simply out of its element”.*[48] Dan Whitehead of Eurogamer, awarding the HD version a rating of 7 out of 10, criticized the character movement for being sluggish, but also admitted that the game still stands out compared to the previous main installments in the series, which he described as a “directionless, desperate mess”.*[49] As of February 2014, all the HD versions combined have sold 1.1 million copies worldwide.*[50]

7.6.7 References

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7.6.8 External links

- Official website
- Official website (Japanese)

Chapter 8

Novels

8.1 Resident Evil: Zero Hour

Resident Evil: Zero Hour is the novelization of the game 2002 *Resident Evil Zero* published in 2004 by S. D. Perry.^{*[1]} It is the seventh novel but precedes the others in chronological order. *Evil Zero* is set around the same time as the first book and follows the BRAVO team of the Raccoon S.T.A.R.S. branch.

8.1.1 Plot

The story opens with Bill Nyberg(an Umbrella employ) wandering over a recent case where a little girl was treated by a new Umbrella medicine called Valifin which was still in trial phases, and had suffered from renal failure as an unexpected side effect. While ruffling through his files he is unaware of the dangers present in the Raccoon Forest. On other side the Ecliptic Express is attacked by hordes of leeches. killing all of the trains occupants, including Nyberg.

Hours later Raccoon City S.T.A.R.S Bravo team begin their search for those responsible for the murders which have been plaguing the city. For the past few weeks, Raccoon City had been in a state of fear due to cannibalistic homicide. S.T.A.R.S Bravo team was the first team to be sent in to investigate. Among the team is new recruit Rebecca Chambers. Their helicopter is forced to make a landing for unknown reasons and Bravo team becomes stranded in the Arklay Mountains. The Bravos then begin to spread out and search the immediate area. While investigating their surroundings, they come across a wrecked armored transport. Among the carnage, they find records of an escaped prisoner by the name of Billy Coen.

8.1.2 Reception

Everyview gave the novel a mixed review calling it a non-frightening or thrilling read and said, “If you’re looking for a great horror story or thriller then check elsewhere, if you are a huge fan of Resident Evil and want to get as much out of the story as humanly possible, this is the book for you and you’ll greatly appreciate the fantastic work S. D. Perry has done with it.”^{*[2]}

8.1.3 See also

- List of novels based on video games

8.1.4 References

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8.2 Resident Evil: City of the Dead

Resident Evil: City of the Dead is a novelization of the horror video game *Resident Evil 2* written by author S. D. Perry, as the third book in her series of *Resident Evil* novels. It is based on the LeonA\ClaireB scenarios.

8.2.1 Plot

The narrative follows Leon S. Kennedy fighting the mutated William Birkin for most of the story, while Claire Redfield fights the Tyrant. The book downplays most of the puzzle-solving elements from the game and focuses more on the interaction between the characters. There are also added scenes in the book involving the supporting characters such as Ada Wong, Annette Birkin, Sherry Birkin, and Police Chief Brian Irons. The ending is slightly altered, in which the survivors of S.T.A.R.S. Exeter, characters featured in *Caliban Cove* (including Rebecca Chambers, pick up Leon, Claire, and Sherry, as opposed to the “walk into the sunrise” ending featured in the game).

Due to *City of the Dead* being written before the release of *Resident Evil 3: Nemesis* the book has some contradictions. For example, in the beginning of the book, Jill Valentine leaves Raccoon with Chris Redfield and Barry Burton to infiltrate Umbrella's HQ in Europe. In the game series, however, Jill has to fight her way out of Raccoon, Chris has already skipped town, and Barry comes back to

help Jill escape at the end. In the end, Sherry, Leon, and Claire ride away in a train.

8.2.2 See also

- List of novels based on video games

8.3 Resident Evil: Caliban Cove

Resident Evil: Caliban Cove is a video game-based novelization for Resident Evil by S. D. Perry.

8.3.1 Plot summary

The novel takes place between the events of the *Umbrella Conspiracy* (Resident Evil 1) and *City of the Dead* (Resident Evil 2) & *Nemesis* (Resident Evil 3) and centers around Rebecca Chambers. After a call from Barry about the Umbrella investigation, she heads to his house where she meets David Trapp, strategist and captain of the STARS Exeter branch.

David informs Rebecca that another incident has occurred at another Umbrella facility, in Caliban Cove, Maine. Just when Chris and Jill come in, David continues his briefing, which includes a list of people involved in or with the Caliban Cove facility. One of the names Rebecca knows as Nicholas Griffith, a former biochemist who had disappeared after being fired from a university.

Umbrella forces, led by STARS members, attack Barry's house. Rebecca takes one out; some others are suspected to be dead. The team takes refuge in Brad "Chickenheart" Vicker's home. After a little talk, Rebecca and David set out and leave on a Plane for Exeter.

At Caliban Cove, Dr. Griffith stands atop a lighthouse, musing on his latest and greatest accomplishment: a virus that robs humans of their ability to make decisions, while keeping their intellect; they become efficient servants to whoever orders them. Griffith has already used his new virus on three other scientists at the Cove facility, and none of them can make any decisions outside of what Griffith tells them. Griffith muses that once he gives his "gift" to the wind everyone will be free.

At Exeter, in the home of STARS forensics officer Karen Driver, David briefs his own team, composed of himself, Rebecca, Steve Lopez, John Andrews, and Karen. They set out, collect the equipment they need, and begin the Caliban Cove mission with no STARS backup.

After a botched insertion in which giant bottom-feeders called "Leviathans" attack the squad and force them ashore, the team manages to make its way through the base's grounds, solving riddles that let them progress through the area as well as dealing with Umbrella's newest

creation, called "Trisquads," which are essentially zombies who have retained enough intelligence and motor capabilities to use automatic weapons. When Karen Driver is accidentally infected with the T-virus after touching contaminated blood, the others rush through the many caves and underground tunnels searching for the bases' lab, fending off more of Umbrella's biological monstrosities. Steve takes Karen and manages to find the labs, but the two are then taken captive by Griffith. Karen turns into a zombie and kills one of Griffith's servant zombies while Griffith injects a stunned Steve with the T-virus. Under Griffith's orders, Steve lures Rebecca, David, and John into a trap in which John is severely wounded. Griffith then orders Steve to lock Rebecca and David in an airlock chamber and flood it. He then orders Steve to kill himself, which he does. As the chamber floods, Rebecca notices Karen's body and remembers that she carried a WWII "pineapple" fragmentation grenade with her as a good luck charm from her father. David pries the pin out of the ancient explosive and jams it in between the screen door and inside door of the chamber. The resulting explosion forces the outside door to open, allowing Rebecca and David to swim to the surface and to safety. The explosion forces the inside door to blow off its hinges, killing Griffith instantly. On the surface, David and Rebecca are picked up by STARS personnel that Barry Burton has managed to get into contact with. While divers are retrieving the canisters of T-virus in the flooded labs, rescue workers also manage to find John, who, despite his wounds, has survived the explosion and was sucked out through the airlock when the grenade went off. The book ends with John transported to a hospital and Rebecca and David asleep in the light of the coming day.

8.3.2 Characters

- **Rebecca Chambers** - Survivor of the Mansion incident in July 1998. She works with the STARS Exeter branch to find out the secret of the Caliban Cove facility.
- **Chris Redfield** - Small appearance. Also survivor of the Mansion incident. Opted to stay in Raccoon City in order to formulate the plan for the Umbrella HQ raid.
- **Jill Valentine** - Information similar to Chris.
- **Barry Burton** - Information similar to Chris and Jill.
- **David Trapp** - STARS Exeter Branch captain. Military strategist. Contacted about the Caliban Cove facility by Trent.
- **Steve Lopez** - STARS Exeter Branch marksman and computer expert.
- **John Andrews** - STARS Exeter Branch field scout.
- **Karen Driver** - STARS Exeter Branch forensics expert.

- Nicholas Griffith - Former biochemist. Confirmed to be mentally unstable (i.e. insane). Designs a virus to relieve humans of their initiative and ability to make decisions.
- Alan Kinneson, Louis Thurman, and Tom Athens - Griffith's three colleagues who are infected with his virus and become his mindless puppets.

8.3.3 See also

- List of novels based on video games

8.4 Resident Evil: Underworld

Resident Evil: Underworld is a novel written by S. D. Perry in 1999. *Underworld* is the fourth *Resident Evil* book written by S. D. Perry, the fifth in chronological order, and the second which is not based directly on one of the games.

8.4.1 Plot summary

Leon S. Kennedy, Claire Redfield, Rebecca Chambers, and the survivors of the Caliban Cove incident, John Andrews and David Trapp, are en route to Europe to rendezvous with the other surviving STARS members for further operations against the evil Umbrella Corporation. While in the air, their plane is redirected by the mysterious Trent, an enigmatic figure who has been guiding and manipulating events throughout the entire series of novels. Trent informs the group of an Umbrella facility in Utah, used to test and train the company's experimental biological weapons. The facility's overseer, a man named Reston, is one of three people in the world in possession of a codebook which would allow access to all of Umbrella's most secret documents. Trent wants the group to infiltrate the facility, steal the codebook, and take down Umbrella once and for all.

The group reluctantly agree to Trent's plan and make their way into the Umbrella facility, but soon after arriving, Leon and John are separated from the others and find themselves trapped within the facility's testing area. The two of them are forced to trek across four massive, artificial environments while evading Umbrella's deadliest new monsters. All the while, David, Claire, and Rebecca fight to avoid detection and possible capture by armed Umbrella guards.

Leon and John are helped by Henry Cole, an innocent electrician drawn into the fight against his will. The heroes must deal with Jay Reston, the head of this Umbrella facility, which is called the Planet. In the end, most of the B.O.W.'s (bio-organic weapons) are destroyed and Reston is killed after Leon and John release a monstrous B.O.W. called "Fossil", shortly before the facility is

destroyed. Unbeknown to the group as they fly away to safety, Rebecca successfully managed to steal Reston's codebook from him, giving them access to Umbrella's security systems. In addition Trent's motivations are finally revealed to be revenge on Umbrella for the murder of his father and mother, who were the original creators of the T-Virus which was developed to cure cancer and other diseases before being stolen by Umbrella to be used as a weapon.

8.4.2 Creatures

- **Dacs** - Tremendous birds with wingspans ranging from 8 to 10 feet. Their phase of the Planet is a forested area.
- **Scorps** - Oversized, sand-colored scorpions ranging from 5 to 6 feet in length with regenerative abilities. Their phase of the Planet is a makeshift desert.
- **Spitters** - A mutated creature with the combined genetic structures of a goat and a reptile. They are capable of spitting red acidic slime. They are exceptional climbers, and their phase of the Planet is a mountainous area.
- **Hunters** - Reptilian creatures, similar to the Hunters from the game. Their phase of the Planet is made up to look like a typical city/urban area.
- **Fossil** - A brand of Tyrant that is housed in the Planet. It resembles a humanoid Tyrannosaurus, and due to its simplistic mind, its only goal is to eat.

8.4.3 See also

- List of novels based on video games

Chapter 9

Paul Anderson films

9.1 Resident Evil (film series)

Resident Evil is a science fiction action-horror film series loosely based upon the Capcom video games of the same name. Constantin Film bought rights to the first film in January 1997 with Alan B. McElroy and George A. Romero as potential writers. In 2001, Sony acquired distribution rights and hired Paul W. S. Anderson as writer and director for the first film (2002). Anderson continued on as writer and producer for the sequels, *Resident Evil: Apocalypse* (2004) and *Resident Evil: Extinction* (2007), and returned as the director for *Resident Evil: Afterlife* (2010) and *Resident Evil: Retribution* (2012).

The Umbrella Corporation acts as the main antagonist in the series, a bioengineering pharmaceutical company responsible for the zombie apocalypse as a result of creating the T-virus. The films follow protagonist Alice, an original character created for the films portrayed by Milla Jovovich, who was once a security operative working for Umbrella and became the enemy of the corporation.

Characters from the Resident Evil video games also appeared in the film series, including Jill Valentine, Carlos Olivera, Claire Redfield, Albert Wesker, Chris Redfield, Barry Burton, Leon S. Kennedy and Ada Wong.

With five films released, the *Resident Evil* film series is the highest grossing film series to be based on video games of all time, having grossed US\$915 million worldwide.*[1] It is set to continue with a sixth and final film, written by Anderson.

9.1.1 Films

Resident Evil (2002)

Main article: Resident Evil (film)

In January 1997, Constantin Film acquired the rights to the *Resident Evil* franchise with Alan B. McElroy writing the script.*[2] By 2001, Columbia TriStar was in final negotiations to acquire North American distribution rights to *Resident Evil* and budgeted the movie at \$40 million.*[3] George A. Romero was hired by Sony and Capcom to direct and write *Resident Evil*. His script was later rejected and he was ultimately dropped.*[4] Cap-



Actress Milla Jovovich portrays Alice in the film series.

com producer Yoshiki Okamoto stated that “Romero’s script wasn’t good, so Romero was fired” .*[5] Paul W. S. Anderson was then hired by Sony to write a screenplay and in late 2000, Anderson was announced as director and writer.*[6]*[6] Anderson stated the film would not include any tie-ins with the video game series as “under-performing movie tie-ins are too common and *Resident Evil*, of all games, deserved a good celluloid representation” .*[7] In 2001, Milla Jovovich was cast as Alice, the protagonist of the film.*[8]

In the film, the Umbrella Corporation operates a top-secret genetic research facility named The Hive. Located deep beneath Raccoon City, The Hive has been sealed by The Red Queen (the AI that controls the Hive) due to the release of the T-Virus into the facility. The Red Queen kills every living thing in the facility to ensure the T-Virus doesn’t reach the surface, but the T-Virus reanimates them, transforming the humans into ravenous zombies and the animals into highly aggressive mutants. Alice (Milla Jovovich) was once a security operative working for the Corporation until her memory was wiped by the Red Queen’s nerve gas. As the team attempts to escape The Hive, an Umbrella test subject, a huge monster called the Licker, escapes and pursues the team. When they reach the train that leads them to the exit, the Licker attacks and scratches Matt before Alice can kill it. When they reach the surface, Matt is taken away by Umbrella workers and he eventually transforms into Nemesis. Alice wakes from a coma to a ravaged Raccoon City after a

T-Virus outbreak.

Resident Evil: Apocalypse (2004)

Main article: Resident Evil: Apocalypse

The sequel to the first film began production in 2003 after the success of the first film.*[9] Anderson returned as the writer but due to his work on *Alien vs. Predator*, he did not direct the film. Alexander Witt took over the director's role.

In the film, the viral outbreak reaches the surface and in an effort to contain the infection, Mayor Timothy Cain seals all exits to and from Raccoon City. Among the people trapped in the city are Jill Valentine and her partner Peyton Wells. After Alice awakens from her coma, she rescues Jill and Peyton from a group of Licker monsters who escaped The Hive. They are then contacted by Dr. Charles Ashford who claims to know of an evacuation point in the city in exchange for the rescue of his daughter Angela Ashford, who is trapped in Raccoon City. The group also learns Umbrella plans to incinerate Raccoon City to get rid of the T-Virus. On their way to rescue Angela, Nemesis attacks the team after it is commanded by Cain to kill all STARS members. After Angela's rescue, they then make their way to the evacuation helicopter with Carlos Olivera, who has been dropped into Raccoon City and abandoned by Umbrella. After Alice's confrontation with Cain and Nemesis, which leaves the latter two dead, the team flies away from Raccoon City as it is being "sanitized" by a nuclear bomb. The helicopter crashes in the Arklay Mountains. A wounded Alice is the only person found by an Umbrella search team. She is taken to the Detroit Umbrella research station. When Alice awakens, she escapes the facility and displays extraordinary powers, she is then driven away by Jill and Carlos who are disguised as Umbrella employees. As they drive away, the Umbrella logo flashes in Alice's eyes and Isaacs's computer states "Project Alice Activated".

Resident Evil: Extinction (2007)

Main article: Resident Evil: Extinction

In November 2005, Screen Gems gained the rights for the third film in the franchise, which was then named *Resident Evil: Afterlife*.*[10] Anderson returned as a writer and filming took place in Mexico. Russell Mulcahy was the director. The film was released on September 21, 2007.*[11]

In the film, the world has been consumed by the T-Virus and Umbrella Corporation develops clones of Alice in hopes of finding one who displays Alice's powers. Elsewhere, Claire Redfield leads a convoy of survivors across the Nevada desert, including Raccoon City sur-

vivors Oliviera and L.J. Wayne. Alice roams the country for survivors. After failing to find any living people, she comes into contact with Redfield's convoy after she rescues them from a mob of attacking crows using her special telekinesis powers. The convoy, along with Alice, heads to Las Vegas to gather supplies so they can reach Alaska in an effort to get to a place called Arcadia, thought to be a safe haven. While there, they are attacked by a group of Umbrella Corporation's new super zombies who kill most of the convoy. After Wayne is bitten and hides his infection from the rest of the group, he transforms and bites Oliviera. Isaacs himself is bitten and in an effort to cure himself, injects himself with large doses of the anti-virus which causes him to transform into a Tyrant. Redfield leaves for Alaska, while Alice stays behind to confront Isaacs. While searching the facility for Isaacs, she discovers that she was cloned. After Alice defeats Isaacs, contacts Umbrella and warns them that she is coming for them and that she will be bringing the clones with her to fight them.

Resident Evil: Afterlife (2010)

Main article: Resident Evil: Afterlife

Before the third installment had been released, Constantin prepared to release a fourth film in the series.*[12] The film was set in Japan and filmed in 3D with the Fusion Camera System developed by James Cameron and Vince Pace for the 2009 film *Avatar*.*[13] The film was written and directed by Paul W. S. Anderson.

Set after the events of *Extinction*, Alice and her clones attack the Umbrella Headquarters in Tokyo. Wesker escapes and destroys the facility, killing the clones. Wesker is confronted by Alice aboard his helicopter. He injects Alice with a serum that removes her super-human abilities. The helicopter crashes, and only Alice is seen emerging from the rubble. After months of a failed aerial search for other survivors, Alice heads toward the supposed location of Arcadia. She lands on an airfield in Alaska, where she finds Claire in a different state. Claire has an Umbrella device attached to her chest and her memory has been wiped. Claire and Alice fly to Los Angeles where they stumble upon a prison where they met Luther West and Chris Redfield, Claire's brother. The survivors explain that Arcadia is a tanker off the coast which has been broadcasting a looped message and is picking up survivors. During an attempted escape, Alice, Claire and Chris are the only ones to emerge and they reach the tanker only to find it abandoned. Claire's memory begins to return when she remembers Umbrella workers attacking her group of survivors and removing them to the tanker. The ship is an Umbrella research facility which is conducting experiments on the survivors. The three then meet Wesker, who has been granted super-human abilities due to the T-Virus. After the fight, Alice transmits a message to survivors calling them to the

tanker and hopes to create a new and true safe haven. As the film closes, a fleet of Umbrella Corporation gunships led by Valentine prepares to lead an assault on the survivors.

Resident Evil: Retribution (2012)

Main article: Resident Evil: Retribution

Written and directed by Anderson, *Retribution* was planned to be filmed back to back with the sixth installment, but Anderson decided to focus on the fifth film.* [14] Filming took place in Toronto, Ontario from mid-October to December 23, 2011.* [15] Colin Salmon who played One and Michelle Rodriguez who played Rain Ocampo in the first film returned.* [16]* [17] Oded Fehr who portrayed Carlos Olivera in the second and third film also returned. Three characters from the video games made their debut in the film series, Johann Urb as Leon S. Kennedy, Kevin Durand as Barry Burton and Li Bingbing as Ada Wong.* [18]* [19]* [20]* [21] It was released internationally on September 14, 2012.* [15]

In the film, after having been captured at the Arcadia, Alice experiences a dream sequence or hallucination where she is the wife of Carlos Olivera and has daughter named Becky, and their suburban home is overrun by zombies. Alice awakens in an Umbrella base. Jill Valentine interrogates Alice, who unsuccessfully pleads with her to remember her true identity. During a power failure orchestrated by Ada Wong, Alice escapes from her cell and encounters her. Ada explains that she and Wesker are no longer working for Umbrella. Wesker plans to aid Alice's escape and battle the base's supercomputer Red Queen, in order to save what's left of mankind. Wesker has organized a team of freelance operatives to infiltrate the base and help Alice and Ada escape, including Leon S. Kennedy, Barry Burton, and Luther West. Along the way, Alice finds a clone of a young girl named Becky, who believes Alice is her mother. They also face clone versions of Carlos Olivera, One, and Rain Ocampo, who are all under the direction of Valentine. After Alice meets up with the rescue team, Valentine's soldiers catch up to them, causing a shootout that kills Burton, Oliviera and One. Alice, West, Kennedy, and Becky reach the surface and are met by a submarine, from which Valentine, the clone Rain, and a captured Ada emerge. With new orders from the Red Queen to kill Alice, Valentine battles Alice while Rain fights Kennedy and West. Alice manages to remove the scarab device from Valentine, returning her back to normal. Alice joins Kennedy in defeating Rain. Alice, Ada, Becky, Leon, and Valentine travel to Wesker's base. Wesker injects Alice with the T-virus, returning her former superhuman powers in order to enact his plan, then tells her that she is responsible for saving the remaining humans from extinction.* [22]

Resident Evil: The Final Chapter

Anderson has been confirmed to direct and write the sixth film in the series and has stated that it will be the final film in the series.* [23] According to Anderson, the film is tentatively titled as *Resident Evil: The Final Chapter*. The film will be filmed in 3D.* [24] Jovovich and Li are set to reprise their roles as Alice and Ada.* [25]* [26] Filming was set to begin in South Africa in August 2014 but was delayed to the summer of 2015 due to Jovovich's pregnancy.* [27]

9.1.2 Cast and characters

9.1.3 Crew

9.1.4 Reception

Box office performance

Except for the first film, all the *Resident Evil* films opened at #1 at North American box office. The series holds the record for the “most live-action film adaptations of a video game” in the 2012 *Guinness World Records Gamer’s Edition*. It is also the highest grossing film series to be based on a video game.* [1]

Critical response

All films received negative response from the critics. However, *The Chicago Tribune* declare the first film as “one of the few video game movies to truly re-create the gaming experience” * [44] and *The Austin Chronicle* calling it “an absolute wreck. But what an ambitiously mind-blowing wreck it is, bursting with dazzlingly sordid cinematography” .* [45] *The Seattle Times* marked the second film an improvement from the original, saying the film “makes up for the wretched mess that was 2002’s “Resident Evil”.”* [46] *The Hollywood Reporter* gave the third film a positive review stating “Fast-paced and filled with brisk action sequences -- the film should reasonably satisfy the devotees.”* [47] Michael Ordoña of *The Los Angeles Times* gave the fourth film a positive review, claiming that “the action is easier to read than in most films of the genre, and therefore more enjoyable. Anderson makes particular use of sets and locations to wring out more bang for the stereoscopic buck.”* [48]

9.1.5 Novelizations

The novelizations for the first three Resident Evil films were written by Keith R. A. DeCandido. The novelization for the fifth film was written by John Shirley. The fourth film did not receive a novelization.

The novel for the first film titled *Resident Evil: Genesis* was published over two years after that film's release while the *Extinction* novel was released in late July 2007, two months before the film's release. There was also a Japanese novelization of the first film, unrelated to De-Candido's version, written by Osamu Makino. Makino also wrote two novels based on the game *Resident Evil: The Umbrella Chronicles*.

9.1.6 Home media release

Sony Pictures Home Entertainment released the first five Resident Evil films on DVD, Blu-ray and digital download. The films were also released on DVD and Blu-ray box sets:

9.1.7 Capcom films

Aside from the live-action film series, Capcom have released animated films which are tied to the video game series.

Biohazard 4D-Executer

Main article: Biohazard 4D-Executer

Biohazard 4D-Executer features Raccoon City, but none of the characters from the video game series are present. The short film was released in November 2000.

Resident Evil: Degeneration

Main article: Resident Evil: Degeneration

Resident Evil: Degeneration is Capcom's first full-length feature film set in the video game series. Taking place between the events of the video games *Resident Evil 4* and *Resident Evil 5*, follows Leon S. Kennedy and Claire Redfield.* [55] It was released on October 18, 2008.

Resident Evil: Damnation

Main article: Resident Evil: Damnation

Resident Evil: Damnation is Capcom's second full-length feature film set in the video game series. Taking place between the events of the video games *Resident Evil 5* and *Resident Evil 6*, follows Leon S. Kennedy and Ada Wong. It was released on September 15, 2012.

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9.1.9 External links

- Resident Evil: Retribution Official Website
- *Resident Evil* at Box Office Mojo
- *Resident Evil film series* at AllMovie

9.2 Resident Evil (film)

Resident Evil is a 2002 German-British-French science fiction horror film written and directed by Paul W. S. Anderson. The film stars Milla Jovovich and Michelle Rodriguez. It is the first installment in the *Resident Evil* film series, which is based on the Capcom survival horror video game series *Resident Evil*.

Borrowing elements from the video games *Resident Evil* and *Resident Evil 2*, the film follows amnesiac heroine

Alice and a band of Umbrella Corporation commandos as they attempt to contain the outbreak of the T-virus at a secret underground facility. The film received negative reviews from critics but grossed more than \$102 million worldwide.

9.2.1 Plot

Underneath Raccoon City exists a genetic research facility called the Hive, owned by the Umbrella Corporation. A thief steals the genetically engineered T-virus and contaminates the Hive with it. In response, the facility's artificial intelligence, the Red Queen, seals the Hive and kills everyone inside.

Alice awakens in a deserted mansion with amnesia. She dresses and checks the mansion and she is subdued by an unknown person. A group of commandos break into the mansion and arrest the person, who introduces himself as Matt Addison, who has just transferred as a cop in Raccoon P.D. The commandos explain that everyone in the group, except Matt, is an employee of the Umbrella Corporation, and that Alice and her partner Spence are guards for a Hive entrance under the disguise of a couple living in the mansion. Five hours prior, The Red Queen shut down the entire facility and released amnesia inducing gas. The commando team does not know why the Red Queen sealed the facility. The group travels to the underground train under the mansion that leads to the Hive, where they find Spence. They start the train and travel into the facility.

They reach the Queen's chamber, but it is protected by a laser defense system that kills four of the commandos, including the leader, One. Kaplan disables the Red Queen and the power fails, opening all of the doors in the Hive. This releases the zombified staff and containment units containing Lickers, mutated animals. During a battle with the zombies, Rain is bitten and J.D perishes. Alice begins regaining her memories, but Matt and Alice are separated from the group. Matt looks for information about his sister Lisa, while Alice encounters several infected dogs and surprises herself when she reflexively defends herself with martial arts.

Matt finds his sister zombified. Alice saves him and Matt explains that he and Lisa were environmental activists. Lisa infiltrated Umbrella to smuggle out evidence of illegal experiments. Alice remembers she was Lisa's contact in the Hive and was intending to bring down Umbrella, but does not tell Matt. The survivors reunite at the Queen's chamber. The commandos explain that they have one hour before the Hive will seal automatically, trapping them inside. Alice and Kaplan activate the Red Queen in order to find an exit and rig the Red Queen's circuit breaker so they can shut her down remotely to force her cooperation. As they escape through maintenance tunnels, they are ambushed by zombies. Kaplan is bitten and separated from the group.

Alice remembers that an anti-virus is in the lab, but when they arrive it is missing. Spence regains his memory, realizing he stole and released the virus. He hid the T-virus and anti-virus on the train. Spence is bitten, traps the survivors in the lab, and heads to the train. He retrieves the anti-virus, but is ambushed and killed by a Licker as the survivors watch on a security monitor. The Red Queen offers to spare Alice and Matt if they kill Rain, whose health is fading and who has been infected too long for the anti-virus to work reliably. As the Licker attempts to reach them, Rain tells Alice to kill her. Alice refuses, then a power outage occurs. The lab door opens to reveal Kaplan, who disabled the Red Queen to open the door. They reach the train, where Alice dispatches a zombified Spence and takes the anti-virus.

On the train, they inject Rain and Kaplan with the anti-virus. However, the Licker is hiding on the train, and attacks them, clawing Matt. The Licker grabs Kaplan and hurls him from the train. Alice and Matt battle the Licker. Rain turns into a zombie and attacks Matt, but he kills her. They open a trapdoor, dropping the Licker under the train, killing it. Matt and Alice escape the Hive as the containment doors close.

At the mansion, Matt's wound begins mutating. Before Alice can give him the anti-virus the mansion doors burst open and a group of Umbrella scientists and commandos seize them. They subdue Alice and take Matt away, revealing he is to be put into the Nemesis Program, and they intend to re-open the Hive. Alice attempts to fight them off, but is knocked unconscious.

Some time later, Alice awakens at the Raccoon City Hospital strapped to an examination table, with no memory of what happened since her capture. After escaping, she goes outside to find Raccoon City abandoned. A newspaper clipping shows that the T-virus spread to the surface after Umbrella reopened the Hive, creating an army of undead that devastated the city. Alice arms herself with a shotgun from an abandoned police car.

9.2.2 Cast

Main article: [List of Resident Evil characters](#)

- Milla Jovovich as Alice
- Michelle Rodriguez as Rain Ocampo
- Eric Mabius as Matt Addison
- James Purefoy as Spence Parks
- Martin Crewes as Chad Kaplan
- Colin Salmon as James "One" Shade
- Ryan McCluskey as Mr. Grey
- Oscar Pearce as Mr. Green

- Indra Ov  as Ms. Black
- Anna Bolt as Dr. Green
- Joseph May as Dr. Blue
- Robert Tannion as Dr. Brown
- Heike Makatsch as Dr. Lisa Addison
- Stephen Billington as Mr. White
- Fiona Glascott as Ms. Gold
- Pasquale Aleardi as J.D. Salinas
- Liz May Brice as Olga Danilova, The Medic
- Torsten Jerabek as Vance Drew, Commando #1
- Marc Logan-Black as Alfonso Warner, Commando #2
- Michaela Dicker as Red Queen
- Jason Isaacs as Dr. William Birkin / Narrator
- Jeremy Bolt as Zombie
- Barry Best as Zombie

9.2.3 Production

Pre-production

In 1999, Sony and Capcom greenlit a *Resident Evil* film with George A. Romero signed on as the film's director and screenplay writer. Romero's association with Capcom, the *Resident Evil* video game series creators, had extended from 1998 when Romero directed an ad campaign for *Biohazard 2* (*Resident Evil* 2) in Japan. Romero stated in an official appearance in Universal Studio's Talk City chatroom that he had his secretary play the entire game through and record the gameplay so he could study it as a resource. Romero's screenplay was based on the first *Resident Evil* game and included characters from the video games. Chris Redfield and Jill Valentine were the lead characters, involved in a romantic relationship. Barry Burton, Rebecca Chambers, Ada Wong, and Albert Wesker were to also appear. The ending to the film would have been similar to that of the best ending to the first *Resident Evil* game.^{*[5]} Romero's script was disapproved of and production was placed into development hell.^{*[6]} Capcom producer Yoshiki Okamoto explained to the editors of *Electronic Gaming Monthly* that "Romero's script wasn't good, so Romero was fired".^{*[7]} In February 2000, Romero revealed in an interview with *DGA* magazine that "I don't think they were into the spirit of the video game and wanted to make it more of a war movie, something heavier than I thought it should be. So I think they just never liked my script."^{*[8]} As Romero's script was a

close, but not full, adaptation of the game, Capcom believed fans would feel that the film had been altered too much from the game and that newcomers would dislike the premise.^{*[8]}

Hired by Sony, Paul W. S. Anderson wrote a screenplay, which was ultimately favored over Romero's.^{*[8]} In late 2000, Anderson was announced as director and writer, and *Resident Evil* re-entered pre-production stages.^{*[9]} Anderson stated the film would not include any tie-ins with the video game series as "under-performing movie tie-ins are too common and *Resident Evil*, of all games, deserved a good celluloid representation".^{*[10]}

Casting

In early 2001, Michelle Rodriguez,^{*[11]} James Purefoy^{*[12]} and Milla Jovovich^{*[13]} were the first of the cast to be signed on the project. David Boreanaz was intended to portray the male cop lead of Matt Addison; however, he turned down the role to continue work on the WB series *Angel*.^{*[14]} Boreanaz suggested that he was in negotiations to have a smaller role in the film, claiming "*Resident Evil* is still there, a possibility, So, yeah, I'll see what happens",^{*[14]} but he later declined the role. The role of Matt Addison then went to Eric Mabius who was cast in March 2001,^{*[14]} along with Heike Makatsch, who was cast as Matt Addison's sister Lisa Addison, an employee working for Umbrella's Hive facility.^{*[15]}

Production and story development

In early March 2001, it was announced that half of the film would be shot in Adlershof Studios in Berlin and its surroundings.^{*[16]} Principal photography began on March 5, 2001 at numerous locations including the then unfinished station U-Bahnhof Bundestag of the Berlin U-Bahn, Landsberger Allee, Kaserne Krampnitz and the Schloss Linstedt.^{*[17]} Locations included The Spencer Mansion and The Hive. The film's ending in Raccoon City was shot in Toronto, Canada.^{*[18]} Filming concluded and post-production on the film began on 19 May 2001.^{*[19]}

The film's score and soundtrack were composed by Clint Mansell,^{*[20]} Marco Beltrami and Marilyn Manson^{*[21]} during mid-2001. Manson described the score and soundtrack as being more "electronic" than any of his other previous work.^{*[22]}

The film was originally subtitled as "*Resident Evil: Ground Zero*"^{*[16]*[23]} when the movie was considered a prequel to the games, however the subtitle was removed due to the 9/11 attacks.^{*[24]} The film's first plot as of March 16, 2001 revealed that Jovovich's Alice and Rodriguez's Rain were the leaders of a commando team sent in to prevent a viral outbreak from spreading to the rest of the world,^{*[15]} however those details were later changed.

The film contains various references to *Alice's Adventures in Wonderland*, the obvious being the main character's name; another is the use of a white rabbit for testing the T-Virus. The wall that opens to the train station appears as a mirror (*Through the Looking-Glass*), the Red Queen and her behavior, wanting to behead/kill people, are references to the book; the Red Queen's first kill is actually a beheading.^{*[25]} In addition, the Red Queen's character was added into the film's story as an homage to HAL 9000 from *2001: A Space Odyssey*.^{*[17]}

During production, professional dancers were hired to star as zombies as they had better control of their body movements.^{*[24]} While computer effects were used on some zombies, much of the undead appearances were accomplished through make-up while their movements were a more laissez-faire approach, as Anderson told the actors to move however they thought a zombie would, given their conditions.^{*[24]} Whilst filming, there was a shortage of manpower where the available dancers were not enough to represent the required numbers of undead, however some of Capcom's executives and several of the film producers including Jeremy Bolt agreed to make appearances.^{*[24]} The film's stunt coordinator also made an appearance as the dog trainer while Bolt's girlfriend and sister both appeared as zombies.^{*[24]}

9.2.4 Marketing and release

In March 2001, the official website was set up, which revealed the film's original October 26, 2001 release^{*[26]} and a redirect to the film's distributor Constantin Films.^{*[27]} The website was fully opened in July 2001, and composed of images, plot info, character biographies and downloads.^{*[28]} The film was planned to have an R-rated classification, however was overruled by Anderson, claiming he wanted a PG-13 rating as it would best suit a younger audience.^{*[29]} In January 2002, the film was officially announced to contain an R rating.^{*[30]}

In May 2001, it was announced that Sony Pictures Entertainment would distribute the film in North America.^{*[31]} It was suggested by Capcom executives that the film would not be released in 2001, but rather in 2002,^{*[32]} which was later confirmed by Sony in August 2001.^{*[33]} The film was set for release on 5 April 2002 before being pushed forward to a 15 March release.^{*[34]}

In December 2001, Sony gave fans a chance to design the film's poster with a prize of an undisclosed amount of cash, a free screening of the film, and with the final design being the film's poster.^{*[35]} On February 16, 2002, Nick Des Barres, a 23-year-old aspiring actor and ex-video game magazine designer, was announced as the winner of the competition.^{*[36]} The film's trailer and clips were released in late January^{*[37]} and early February 2002.^{*[38]}

On June 29, 2004, over two years after the film's release, a novelization by Keith R. A. DeCandido was published.^{*[39]} DeCandido also wrote novelizations for the

second film, which was published only two months later, and the third film in 2007.

Box office

The film opened in 2,528 theaters and grossed \$17,707,106 on its opening weekend (March 15–17, 2002). The film grossed \$40,119,709 domestically and \$102,441,078 worldwide.^{*[4]}

Sequels

After commercial success at the box office, a sequel, *Apocalypse*, was released in 2004. This was followed in 2007 by *Extinction*, in 2010 by *Afterlife* and in 2012 by *Retribution*. Anderson did not direct the second and third films due to filming commitments with *Alien vs. Predator* and *Death Race*,^{*[40]} but instead functioned as the scriptwriter and producer on both. These films were directed by Alexander Witt and Russell Mulcahy respectively, while Anderson returned to direct the fourth and fifth films in the franchise.^{*[41]}

Critical reaction

Resident Evil received a 33% approval rating on Rotten Tomatoes, based on 123 reviews.^{*[42]} Robert K. Elder from the *Chicago Tribune* stated that the film "updates the zombie genre with an anti-corporate message while still scaring its audience and providing heart-pounding action",^{*[42]} while Owen Gleiberman from *Entertainment Weekly* noted that the film is as "impersonal in its relentlessness as the video-game series that inspired it."^{*[42]}

Both *Resident Evil* and the sequel appear on Roger Ebert's most hated films list, published in 2005.^{*[43]} In the review of *Resident Evil*, Ebert describes the film as a zombie movie set in the 21st century where "large metallic objects make crashing noises just by being looked at", and criticizes the dialogue for being a series of commands and explanations with no "small talk".^{*[44]}

Accolades

9.2.5 Relationship to the games

Various elements are borrowed from numerous video games including *Resident Evil 2* and *Resident Evil 3: Nemesis*,^{*[24]} where Alice's character awakes in Raccoon City Hospital with a viral outbreak occurring in the city. There are several references to characters and organizations such as the Umbrella Corporation, the Nemesis program, the underground train bearing the moniker "Alexi-5000" a reference to *Code: Veronica*'s villain Alexia Ashford (the train is from *Resident Evil 2*, but in the game it reads "Galaxie-5000" instead of "Alexi-5000") and a

police cruiser, from which Alice takes out a shotgun, has a "S.T.A.R.S." logo on the hood.* [24] Jason Isaacs appears in the film as an uncredited masked surgeon (which is a reference to William Birkin). The character of Dr. Isaacs (played by Iain Glen) in the film's sequels is dedicated to or based on him.* [24]

Other references to the first game include Alice examining the mansion by going outside; crows are visible for a moment. Crows are minor enemies that the player encounters throughout each game.* [24] Alice finds a picture of her wedding day with Spence, which is the same style as the photos in the first version of the *Resident Evil* game: in black and white with the foreground image noticeably spliced onto the background.* [24] On the newspaper at the end of the film, the words "*Horror in Raccoon City! More Victims Dead!*" are shown in the upper right corner. This is a reference to the same newspaper in the censored opening of the first *Resident Evil* game and the prologue chapter for the *Resident Evil: The Umbrella Conspiracy* novel.* [24] Near the beginning of the film, Alice examines a statue after the wind blows its cover off. This statue is similar in design to one in the mansion of the first game.* [24]

When returning to the Red Queen's chamber, Kaplan points out that the four bodies of the group's dead crew from the Glass Hallway Trap sequence are gone. This is a reference to the games, where the bodies of enemies disappear.* [24] When the survivors make their escape from the Hive with a countdown as they fight the final boss, this is a reference to the *Resident Evil* game which ends with a five-minute countdown, during which the boss must be defeated.* [24]

A faux newspaper created by Screen Gems for *Apocalypse*, *The Raccoon City Times*, indicates hours after the initial outbreak when creatures began appearing in the Arklay Mountains feasting on victims. This is similar to the opening of the first video game.* [45]

Anderson has stated that the film's camera angles and several shots allude to the video game's camera angles, such as the fight between Alice and the security guard.* [24] These include a scene near the beginning where there is a close up of Alice's eye. This is a direct reference to the title screen of the first game.* [24] In another scene, Alice awakes and hears a creepy sound, which is a reference to the plot of the first game.* [24]

Numerous elements from the film have been referenced in several of the *Resident Evil* video games after the film's release. This includes the laser corridor sequence, which appeared in *Resident Evil 4** [46] and *Resident Evil: The Umbrella Chronicles*.* [47] The film's font is used for the North American version of *Resident Evil Outbreak*.* [46] The character of Red Queen made an appearance in *Umbrella Chronicles* as a computer database system.* [48]

9.2.6 Home media

Resident Evil was released on VHS and DVD on July 30, 2002 in the United States,* [49] April 14, 2003 in the United Kingdom* [50] and October 2002 in Australia.* [51] It was a special edition release, with a number of documentaries including five featurettes, one of which explained the making of *Resident Evil*, the film's score composition, costume design, set design, zombie make up tests, and the music video for a remixed version of "My Plague" by Slipknot.

A Deluxe Edition was released on September 7, 2004, which included new special features such as an alternate ending with director Anderson's video introduction, a clip compilation for *Apocalypse*, From Game to Screen featurette, a storyboarding *Resident Evil* featurette, and 6 other exclusive featurettes: The Creature, The Elevator, The Train, The Laser, Zombie Dogs and Zombies.* [52]

Screen Gems released *Resident Evil: Resurrected Edition*, a 2-disc package containing *Resident Evil* and *Resident Evil: Apocalypse*, on September 4, 2007.* [53]* [54]

On January 1, 2008, a Blu-ray of the *Resident Evil* trilogy was released.* [55]

9.2.7 See also

- List of films based on video games

9.2.8 References

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9.2.9 External links

- *Resident Evil* at the Internet Movie Database
- *Resident Evil* at Box Office Mojo
- Resident Evil at Facebook
- *Resident Evil* at Rotten Tomatoes
- *Resident Evil* at Metacritic

9.3 Resident Evil: Apocalypse

Resident Evil: Apocalypse is a 2004 British-Canadian apocalyptic fiction action horror film directed by Alexander Witt, from a screenplay written by producer Paul W. S. Anderson. It is the second installment in the *Resident Evil* film series, which is based on the Capcom survival horror video game series *Resident Evil*.

Borrowing elements from the video games *Resident Evil 2*, *3: Nemesis*, and *Code: Veronica*, *Resident Evil: Apocalypse* follows heroine Alice, who has escaped the underground Umbrella facility and must band with other survivors including Jill Valentine and escape Raccoon City alive.

The film opened to theaters on September 10, 2004. On a budget of \$40 million, the film grossed \$51 million domestically and \$129 million worldwide, surpassing the box office gross of the previous installment. *Resident Evil: Apocalypse* received mostly negative reviews from critics, who praised the action sequences but criticized the plot. The film was released to DVD on December 28, 2004.

9.3.1 Plot

30 days after the contamination of The Hive, the Umbrella Corporation unwise sends in a research team to re-open the complex and investigate the incident, since no one survived except Alice and Matt Addison, and as Alice was experimented on, Matt was put into a mysterious "Nemesis Program". When the team reprograms and opens the sealed blast doors, it is slaughtered by the massive crowd of infected.

With the infected released outside, they reach Raccoon City, spreading the infection among the general populace. Two days after the infection has spread to the surface, Umbrella, worried about possible worldwide contamination, quarantines Raccoon City and establishes a security perimeter around it. However, a girl named Angela Ashford (Sophie Vavasseur), daughter of a Level 6 Umbrella researcher Dr. Charles Ashford (Jared Harris), who is also the T-virus creator, goes missing, after an Umbrella security car transporting her out of Raccoon City suffers a traffic accident.

Alice awakens in the deserted Raccoon City hospital with wiring attached to her. Finding no one in the hospital, she wanders outside to find the city a ghost town, infected. She arms herself with a shotgun from a police car. She is constantly disturbed by a man who keeps showing up in visions, who was revealed to be experimenting on her; she now has superhuman agility and strength.

While Umbrella is evacuating civilians at the Raven's Gate Bridge, the only exit out of the town, disgraced police officer Jill Valentine (Sienna Guillory) (who was suspended for releasing the story of infected), confers with Sergeant Peyton Wells (Razaq Adoti), her old ally, after hearing about the infection being true. However, the T-virus infects a man having a heart attack, turning him into a zombie that bites Peyton at the city gates. Umbrella supervisor and the head of the Raccoon City contamination operation, Timothy Cain (Thomas Kretschmann), worried that the T-virus has reached the gates, seals the exit and orders his soldiers to fire over the crowd's heads, scaring them back into the city.

Elsewhere, Carlos Olivera (Oded Fehr) and other Umbrella soldiers link up with Special Tactics And Rescue Squad (S.T.A.R.S.) units to defend against an onslaught of zombies. Their positions are overrun, causing Carlos and his team to retreat with a bitten Yuri (Stefen Hayes), who turns into a zombie and infects Carlos before being killed. Before Yuri becomes a zombie, however, Jill, Peyton, and news reporter Terri Morales (Sandrine Holt) lock themselves in a church, where a panicked man is also hiding. Inspecting the church, Jill finds a priest who has been feeding his zombified sister other people. Later on, they find the church is full of Lickers; the priest and the fugitive are killed, but Jill, Peyton, and Terri are saved at the last minute by the heavily armed Alice.

In the meantime, Umbrella dispatches their Nemesis program to kill all remaining S.T.A.R.S. operatives. When Nemesis encounters a surviving citizen, L.J. (Mike Epps), and members of S.T.A.R.S., they open fire on Nemesis. Nemesis guns the team down but spares L.J.'s life when he drops his weapons. Meanwhile, Dr. Ashford has refused extraction since Angela is missing, and soon discovers she is hiding in her school dormitory. He hacks in the city's CCTV system, uses it to contact Alice and the other survivors, and offers to arrange their evacuation in exchange for rescuing Angela. Alice, seeing no other escape, accepts the offer.

After Peyton, Terri, and Jill hear the offer, they relent, intending to seal themselves until backup, but Alice explains her choice; as the contamination cannot be put under control, a nuclear bomb will be dropped on Raccoon City, completely destroying it, and the media cover story will be a meltdown of the local nuclear power plant. Soon after, Peyton shows signs of weakness from the T-Virus, and as this happens, Nemesis appears and shoots Peyton dead. Alice separates and assaults him, but he is invincible to fight. She lures him to a local store, where she

tries to fight him, but she is overwhelmed and forced into retreat. Jill and Terri make it to the school, and they also pick up L.J. on the way.

Inside the school, they find Carlos and Nicholai ([Zack Ward](#)), acting on the same offer. After encounters with zombie dogs and infected children who kill Nicholai and Terri, Alice saves the group again and they find Angela. Angela reveals she was injected with the T-virus; she was ill by a genetic disease, and forced to walk on crutches. Dr. Ashford created the T-virus to allow her to walk, and he also created the anti-virus because of the T-virus's potential for mutations, but the virus was then impounded and weaponized by Umbrella. Alice uses Terri's video camera to record her story, and injects Carlos with the anti-virus carried by Angela to keep her infection in check.

Dr. Ashford gives Alice the location of the extraction point at the City Hall, where the helicopter waits. The group makes it to the rendezvous, but are cornered by Major Cain, who has caught wind of Dr. Ashford's intentions and is holding him prisoner. All but Alice are restrained, and seconds later Nemesis appears, with the helicopter being actually Nemesis's extraction before the bomb detonation. Major Cain commands Alice to fight Nemesis. Alice refuses, but when Cain kills Dr. Ashford in cold blood, she relents and fights him, impaling him on a pole. Defeating Nemesis, she realizes he is Matt Addison; as he was infected by a Licker, he started to mutate, and was placed in the program.

Her stand and refusing to kill him rekindles a trace of Nemesis's/Matt's former humanity, and they join forces and attack the Umbrella forces. Meanwhile, Carlos and Jill cut themselves free from their bonds, joining the fight. Nemesis is killed, protecting Alice from an exploding helicopter; Alice throws Major Cain out of the helicopter as her punishment to him, to be devoured by a horde of encroaching zombies, including Dr. Ashford. As they escape in the remaining chopper, the nuclear missile detonates over the City Hall. The helicopter is caught in the blast wave and crashes. As the helicopter falls, a metal pole comes loose and is flung towards Angela. Alice moves in front of Angela and is impaled, saving her but killing Alice.

Some hours after the explosion, Umbrella employees locate the helicopter's crash site, deep in the Arklay Mountains. There, they find Alice's body, badly burned; the others are nowhere to be found. The media later shows that Terri's footage has been shown to the press, but despite Carlos and Jill's best efforts, Jill's earlier suggestion about Umbrella's media power comes true: Umbrella promotes a fake story about a nuclear power plant explosion near the city with ease, the infection is argued as a hoax, and the media announce that Jill and Carlos are wanted by the police for questioning.

Three weeks later, in the midwest Umbrella research facility in [Detroit](#), Alice awakens. Led by Umbrella scien-

tist Dr. Isaacs ([Iain Glen](#)), the doctors begin questioning her. Soon, she recalls events from Raccoon City and before. She realizes that the doctor who appeared in her visions is Dr. Isaacs. She attacks him, fights her way out of the facility and makes her way outside, only to be surrounded by more Umbrella guards holding her at gunpoint. Suddenly, Jill, Carlos, Angela, and L.J. pull up, disguised as Umbrella employees. Carlos shows the guards a written order placing her in his custody. Alice enters the vehicle and Dr. Isaacs is shown saying, "Let them go" to an Umbrella guard and then saying "Program Alice activated." A close-up of Alice's eye shows a flashing Umbrella logo and she ignores her friends. The scene then pulls away from the car they are in and all the way out into space, where an Umbrella satellite is seen.

9.3.2 Cast

Main article: [List of Resident Evil characters](#)

- [Milla Jovovich](#) as Alice
- [Sienna Guillory](#) as Jill Valentine
- [Oded Fehr](#) as Carlos Olivera
- [Thomas Kretschmann](#) as Major Timothy Cain
- [Sophie Vavasseur](#) as Angela Ashford
- [Jared Harris](#) as Dr. Charles Ashford
- [Mike Epps](#) as Lloyd Jefferson "L.J." Wade
- [Iain Glen](#) as Dr. Sam Isaacs
- [Matthew G. Taylor](#) as Nemesis
- [Eric Mabius](#) as Matt Addison (in flashbacks)
- [Raz Adotí](#) as Peyton Wells
- [Sandrine Holt](#) as Terri Morales
- [Zack Ward](#) as Nicholai Ginovaef
- [Stefen Hayes](#) as Yuri Loginov
- [Dave Nichols](#) as Captain Henderson
- [Geoffrey Pounsett](#) as Angus Mackenzie
- [Megan Fahlenbock](#) as Marla Maples
- [Nicole Ann St. Hill](#) as Undead Gaudy Hooker

9.3.3 Production

Pre-production

Resident Evil: Apocalypse was first discussed by **Milla Jovovich** and **Paul W. S. Anderson** while promoting *Resident Evil* (2002). Anderson stated that he began writing the screenplay for the second film after completing the first. He revealed an idea to have **Jill Valentine** meeting up with **Alice**,^{*[4]} however this idea was scrapped as he wanted two separate stories occurring at the same time.^{*[5]} Anderson mentioned the film would go ahead if the first film was a success and promised that “the sequel will be even better”, stating that “there is more of the story to be told.”^{*[6]} The sequel was officially greenlit by **Sony** in mid-2002,^{*[7]} however Anderson chose not to direct but rather stay on as the film's producer and writer due to commitments to *Alien vs. Predator* (2004).^{*[8]}

Alexander Witt was hired by **Sony** to direct the sequel.^{*[9]} Milla Jovovich confirmed her character would return in the sequel if the first film was successful,^{*[4]} and when the film was greenlit, Jovovich officially signed on.^{*[10]} In March 2002, **Eric Mabius** (who played **Matt Addison** in the first film), confirmed the story would revolve around his character becoming **Nemesis**. He also revealed he would portray the character and study his movements whilst playing *Resident Evil 3: Nemesis*, however before production began he pulled out^{*[7]} and **Matthew G. Taylor** was cast as Nemesis.^{*[8]} It was reported that **Gina Philips** would appear as **Claire Redfield** and **Natasha Henstridge** as **Jill Valentine**, however both actresses left before production began.^{*[8]*[11]} **Sienna Guillory** was cast to portray Jill Valentine and **Oded Fehr** was cast as **Carlos Olivera**,^{*[12]} while **Claire Redfield**'s role was scrapped after **Emily Bergl** dropped the role.^{*[13]} The role was later offered to **Ali Larter** in the film's sequel *Extinction* (2007). **Jason Isaacs** was originally intended to return and portray **Dr. William Birkin**,^{*[14]} however passed on the role and the character's name was changed to **Dr. Isaacs**, with **Iain Glen** being cast in the role.^{*[8]}

Jack Noseworthy was originally rumored to portray **Brad Vickers**, however, this was later revealed as a rumor.^{*[15]} Two weeks before production began, **Jared Harris** was cast as a new character called **Dr. Ashford** who developed and produced the T-virus.^{*[16]}

Story development

In March 2002, it was revealed that the film borrowed plot elements from *Resident Evil 2* and *Resident Evil 3: Nemesis*, as the film's subtitle was revealed as *Resident Evil: Nemesis*.^{*[7]} It was also revealed that the film included new characters from the video game series, such as **Jill Valentine**, **Claire Redfield**, **Carlos Olivera**, **Dr. William Birkin** and **Nemesis**.^{*[5]*[11]*[17]} In April 2003, it was confirmed that the story began minutes after the end of

the first film, where Alice is a survivor amongst the ruins of **Raccoon City**.^{*[18]}

The film borrowed numerous elements from the game series, including re-enactments of certain scenes, such as Alice running through a building with an Umbrella helicopter firing at her, up to the point where she drops her gun, falls, re-grabs it and fires, which is reminiscent of the introductory cutscene of *Resident Evil Code: Veronica*.^{*[8]} Another scene where Raccoon City is overrun by zombies and the police and Umbrella mercenaries are fighting back is reminiscent of the introduction of *Resident Evil 3: Nemesis*.^{*[8]} Other scenes involve the launching a missile to destroy Raccoon City and the attack at the graveyard.^{*[8]}

The film references *Resident Evil*, with the crash site of the helicopter being located in the **Arklay Forest** near the **Arklay Mountains**, where the *Resident Evil* series began.^{*[8]} Other similarities include Jill's moves from the first game.^{*[8]} The recording of Terri's death is similar to Kenneth's death.^{*[8]} A white goddess statue can be seen in the church, with artwork of goddesses having a large role in the puzzles of the *Resident Evil* series.^{*[8]} Whilst walking on the **Arklay Overpass**, Jill speculates that there is no way out, and that Ashford may just be watching them on the cameras, as if the whole thing were some sort of sick game. The games use a fixed camera perspective, which in most of the earlier games resembles a mounted camera's perspective.^{*[8]} Another similarity includes a scene where Jill finds a gun under a pew, mirroring the game when the player finds ammunition or weapons in certain areas.^{*[8]}

The film references *Resident Evil 2* when Alice visits the gun shop which is similar to Kendo's Gun Shop.^{*[8]} **Angela Ashford**'s character is based on **Sherry Birkin**, as they are both children, dressed in school uniforms, and in need of rescue. Both of their fathers are also researchers working for Umbrella.^{*[8]} The Ashford name comes from the founders of Umbrella revealed in *Resident Evil Code: Veronica*. The film also references *Resident Evil 3: Nemesis* with Jill wearing the same outfit. Nemesis is a character taken directly from the game, and the “STARS” are mentioned on numerous occasions.^{*[8]}

Production

Actors portraying zombies were trained at a zombie “boot camp” where they were coached to act as “zen” zombies and “liquid” zombies. Anderson and other crew members intended to make the zombies move faster but decided that it would be breaking a fundamental element of the games.^{*[8]} The design for Nemesis was to include an actor in a suit (**Matthew G. Taylor**) with only special effects applied to certain parts of the character's body, such as the eye.^{*[8]} The **Lickers** were fully computer-generated, though the use of physical puppets was originally considered.^{*[8]} To avert issues faced during production, the

CGI work of the Lickers began early.*[8] The film was filmed on location in Canada, with the film entering pre-production stages in mid-2003. Principal photography was slated to originally begin in July 2003,*[18] before being bumped up to August 6, 2003.*[10]

The film was shot in Ontario, Canada, with Toronto and its surrounding suburbs being a stand-in for Raccoon City.*[19] Toronto City Hall and Exhibition Place (namely the National Trade Centre) were used as Umbrella's worldwide headquarters, while the logos of Canada's largest banks feature prominently in the skyline shots of the city, and the Prince Edward Viaduct was used to represent Ravens' Gate.*[20] It was originally feared that production would be shut down due to the 2003 SARS outbreak in Toronto;*[21] however, production resumed, with filming ending in October 2003.*[22] The film was also shot at the Hamilton Cemetery in Hamilton, Ontario, Canada.*[23]

9.3.4 Marketing and release

The film was planned for an October 31, 2003 release,*[24] although was pushed back to September 10, 2004 due to the 2003 SARS outbreak.*[25] In late 2003, a teaser trailer was released titled *Regenerate**[26] and was directed by Marcus Nispel. The preview was noted for being reminiscent of the Olay product *Regenerist* advertisements and can be viewed in RealMedia*|[27] and Windows Media formats.*[28] In May 2004 it was revealed the trailer would actually be part of the film.*[29] Milla Jovovich's official website later released promotional images that showed Alice in several scenes from the film.*[30]

The theatrical trailer was released on Yahoo! Movies on July 7, 2004*|[31] and prior to the film's release, two albums for *Resident Evil: Apocalypse* were released. The first was the soundtrack which was released August 31, 2004 and featured music from the film.*[32] The second was the film's score, which was released in late 2004 and was composed by Jeff Danna*|[33] and performed by the London Philharmonia Orchestra. A day before the film's release, numerous props from the film were auctioned on the website *Premiere Props*.*|[34] The film opened at number one in North America on September 10, 2004 and received an estimated \$23.7 million on its opening weekend*|[35] and \$129,394,835 worldwide.*[3]

A novelization written by Keith R. A. DeCandido was published by Pocket Star on August 31, 2004. The novel is 288 pages long.*[36] DeCandido also wrote the novelizations for the first and third films.

Critical response

Rotten Tomatoes gives the film a score of 21% on based on 124 reviews.*[37] Metacritic gives the film a score of 35% based on 26 reviews.*[38]

Leonard Maltin rated the film a "BOMB" in his book *Leonard Maltin's Movie Guide*, and called it a "Tiresome follow-up to *Resident Evil* that plays more like a remake." Roger Ebert of the *Chicago Sun-Times* gave the film a score of half a star out of four, saying: "The movie is an utterly meaningless waste of time. There was no reason to produce it, except to make money, and there is no reason to see it, except to spend money. It is a dead zone, a film without interest, wit, imagination or even entertaining violence and special effects. [...] Parents: If you encounter teenagers who say they liked this movie, do not let them date your children." *|[39]

Dave Kehr of *The New York Times* gave the film a positive review, saying: "Anderson's screenplay provides a steady series of inventive action situations, and the director, Alexander Witt, makes the most of them. His work is fast, funny, smart and highly satisfying in terms of visceral impact." *|[40] M. E. Russell of *The Oregonian* said: "The bad news? The movie is monumentally stupid. The good news? It's a fun kind of stupid." *|[41] Nathan Rabin of *A. V. Club* said that the film "takes too long to get going to qualify unequivocally as a good movie, but when Jovovich finally starts kicking zombified ass, it becomes good enough." *|[42]

Gregory Kirschling of *Entertainment Weekly* praised Jovovich but felt that "the rest of the cast is strictly straight-to-DVD." *|[43] Ben Kenigsberg of *The Village Voice* said the film is "not without its moments of elemental dread [but] also obviously padded, too long on action, and painfully short on irony. The satirical element still packs a minor jolt." *|[44] Carrie Rickey of *The Philadelphia Inquirer* said that "those who want something more substantial from a movie than a vid-game script with centerfold appeal will not find it in this noisy, bone-crushing survivalist flick." *|[45]

In 2009, *Time* listed the film on their list of top ten worst video game movies.*|[46] According to the DVD extras of *Resident Evil: Extinction* (2007), Paul W. S. Anderson, the director of the first film and writer of the series, was critical of director Alexander Witt's work.

Accolades

Home media

The film was released on **DVD** in North America on December 28, 2004. Releases on **UMD** and **Blu-ray Disc** formats followed on April 19, 2005 and January 16, 2007, respectively. The film was released in Australia and New Zealand on March 16, 2005 and February 2005 in UK. The release included an audio commentary by the director Alexander Witt, producer Paul W. S. Anderson, and actress Milla Jovovich. The release included 20 deleted scenes with numerous outtakes and a featurette titled "Game Over: *Resident Evil Reanimated*". 6 other featurettes were included which covered behind

the scenes of the film's production. The blooper reel included on the DVD edition is not included on the Blu-ray edition of the film.

Special “Resurrection Editions” of both *Resident Evil* (2002) and *Resident Evil: Apocalypse* were released in a two-disc set on September 4, 2007. An exclusive sneak peek scene for *Resident Evil: Extinction* (2007) was included, along with several other bonus features including “Diary of an Apocalypse” and “The Evolution of *Resident Evil: Bridge to Extinction*”.^{*[47]*[48]}

In 2013, Sony Pictures Home Entertainment released a two-disc set containing the first four films in the series. It was called The 4 Movie Resident Evil Collection.

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- *Resident Evil: Apocalypse* at Rotten Tomatoes

9.4 Resident Evil: Extinction

Resident Evil: Extinction is a 2007 British-Canadian-American science fiction action horror film and the third installment in the *Resident Evil* film series based on the Capcom survival horror series *Resident Evil*. The film follows the heroine Alice, along with a group of survivors from Raccoon City, as they attempt to travel across the Mojave desert wilderness to Alaska and escape a zombie apocalypse.* [4] The film was directed by Russell Mulcahy and produced by Paul W. S. Anderson.

The film was released in the United States on September 21, 2007 and was commercially successful, grossing \$147,717,833 worldwide.* [3] The film received mixed reviews from critics. It was released on DVD and Blu-ray in North America on January 1, 2008.

This film was initially titled *Resident Evil: Afterlife* according to the leaked script.* [5] For unknown reasons, it was renamed to *Resident Evil: Extinction*. The title *Afterlife* was used for the fourth installment of the series.

9.4.1 Plot

Alice (Milla Jovovich) wakes up in a mansion. She defeats several obstacles, which include the laser room from the first film and a giant blade that falls from the ceiling of a hospital corridor. She is eventually killed by a miniature rotating machine that shoots her in the stomach. Her body is taken outside and dumped into a pit. The pit is

then shown to be filled with hundreds of Alice clones. The camera zooms out to show a shack camouflaging the facility's above-ground entrance - with the rest of the facility located underground, surrounded by a high fence and thousands of zombies.

Despite the best efforts of Umbrella to cover up the contamination of The Hive and the release of the T-virus to the surface, going so far as to authorize the destruction of Raccoon City, the T-Virus has spread around the world. As the virus spread, it affected not only humans, but other plants and animals as well, and the Earth's environment rapidly deteriorated, turning cities into desolate landscapes and the wilderness into wastelands. Alice wanders the wastelands of the Southwestern U.S. She comes across hearing a group asking for help on the radio, broadcasting from station KLKB, where they have taken refuge. It turns out that they are a group of bandits, robbing the survivors who show up to help them. One of the men slaps Alice and attempts to rape her but she kicks him on the chin as he spews blood from the mouth and dies. They knock Alice unconscious and put her in a basement to fight with several infected dogs, but she overpowers them, and lets them loose on their owners and kills them.

Meanwhile, Dr. Sam Isaacs, former head of the Project Alice and the current manager of the North American Umbrella facility, operated in the vast landscape of Nevada, considers Alice's recapture a top priority, since she has the ability to bond with the T-virus and not suffer mutation. He tries to persuade the Umbrella board, operating via holograms from the world-wide Umbrella facility, that he can use her blood to develop a permanent cure as well as tame the infected. The new Umbrella chairman Albert Wesker (Jason O'Mara) orders Isaacs to instead use the clones to create a cure, and he refuses to authorize Alice's recapture until they are informed of her location.

Meanwhile, Claire Redfield's (Ali Larter) convoy, which includes the Raccoon City survivors Carlos Oliveira (Oded Fehr) and L.J. (Mike Epps), along with new survivors K-Mart (Spencer Locke), Mikey (Christopher Egan), Chase (Linden Ashby) and Nurse Betty (Ashanti Douglas), along with others, travel cross country.

While searching a motel for supplies, L.J. is bitten; he keeps this a secret instead of warning everyone. The next morning the convoy is attacked by crows that had been feeding on the infected. The crows almost overpower the convoy, killing Nurse Betty and taking out the flamethrower operator, causing the weapon to careen out of control. Alice appears and saves Carlos and the others from a fiery death, using her psionic powers to cover the sky with a blanket of fire, killing the crows. Alice is introduced to Claire and gives her a diary she found. The book claims there is a, “safe zone” in Alaska. Alice and Carlos convince Claire to take her convoy to Alaska. They agree to go to Las Vegas to search for supplies for

their trip to Alaska.

Dr. Isaacs' attempts to domesticate the infected have led to a new zombie breed that remembers basic things, such as how to use phones and cameras. Wesker's security officer, Captain Alexander Slater ([Matthew Marsden](#)), is adamant about Isaacs' disregarding Umbrella's regulations. Slater does admit that the, "super zombies" (the Crimson Head) would be useful, but reiterates that Isaacs is out of control. Wesker, in private, informs Slater to keep watch about Isaacs' actions, and that if he disobeys his direct order, Slater will terminate Isaacs' employment.

Umbrella triangulates Alice's location based on her psionic abilities. Dr. Isaacs has a crate of his new zombies sent to ambush the convoy, against Wesker's specific orders. L.J. succumbs to his infection and bites Carlos. Most of the convoy, including Chase and Mikey, are killed in the ambush. Umbrella tries to shut Alice down remotely, but she breaks free from their programming and continues to fight. She finds Isaacs at the scene, and he becomes infected as he tries to flee. Alice and K-Mart use Isaacs' computer to track the helicopter's flight path, leading to Umbrella's underground location.

The convoy goes to the site, which is surrounded by zombies. Carlos sacrifices himself by ploughing his truck into the zombie mob and blowing them all up, giving Alice and Claire time to load survivors into the helicopter. Alice decides to stay behind. Ordered by Wesker to terminate Isaacs, Slater arrives with a group of commandos, and finds the scientist locked in his lab, injecting himself with massive doses of anti-virus in an attempt to counteract the infection, explaining that the zombies are enhanced and as such, he requires a bigger dosage of the anti-virus; he disobeys Slater's command to stop, since it will only increase his mutation. Isaacs refuses, and Slater reveals that his employment is terminated and shoots him, triggering his mutation into a [Tyrant](#). Despite retaining his intelligence and thought, Isaacs kills Slater, kills all the facility employees, but is confined to the lab's lower levels.

Entering the facility, Alice meets a holograph of the Red Queen's sister [AI](#), the White Queen ([Madeline Carroll](#)). The White Queen informs Alice that her blood is the cure to the T-Virus, defending the Red Queen's actions as well. She then tells Alice about Dr. Isaacs. Alice agrees to deal with him. On her way to the lab's lower levels, Alice discovers one of her clones, still in development. The clone awakens, but seems to die from shock upon seeing Alice. Alice finds a replica of the mansion she lived in and finds Isaacs, who fights her with equal strength and psionics. Finding themselves in a replica of the Hive's laser corridor, Alice awaits the grid's arrival, watching Isaacs getting sliced into cubes. Just as Alice is about to meet the same fate, the system is deactivated by her clone, which has inexplicably revived.

Later, in [Tokyo, Japan](#), Wesker, who is the head of the Tokyo Umbrella facility, informs the rest of the Umbrella chairmen, all holograms, that the North American facil-

ity has been lost. Alice's hologram makes an appearance, declaring that she is coming for him, and she's bringing some of her, "friends." Standing beside her clone, Alice looks out onto the hundreds of pods containing her developing clones.

9.4.2 Cast

Main article: [List of Resident Evil characters](#)

- **Milla Jovovich as Alice and the clones:** A woman being tracked down by the [Umbrella Corporation](#) in order to develop a serum from her blood. Since being exposed to the T-Virus outbreak in [Raccoon City](#), Alice has been captured and subjected to experiments.* [4]
- **Ali Larter as Claire Redfield:** Based on the video game character of the same name, she plays a prominent role in *Resident Evil 2*, *Resident Evil Code: Veronica*, and *Resident Evil: The Darkside Chronicles*. In the film, leads a convoy of survivors alongside Carlos.* [4]
- **Oded Fehr as Carlos Oliveira:** An Ex-U.B.C.S. soldier, based on the video game character of the same name in *Resident Evil 3: Nemesis*. He is a survivor of the Nemesis program as well as the "cleansing" of Raccoon City. Since the events of *Apocalypse*, he has helped lead Claire's convoy of survivors.* [4]
- **Iain Glen as Dr. Sam Isaacs:** The head scientist of the North American facility. Dr. Isaacs had been involved in the creation of the [Nemesis program](#) as well as the creation of Program Alice in *Apocalypse*. He is turned into the Tyrant monster as a result of a bite by a "super-zombie" and from then injecting himself with too much anti-virus. He is based on William Birkin from the video games.* [4]
- **Ashanti as Betty:** A tough young woman who acts as the medical unit in Claire's convoy. She is a nurse, helping to aid members of the group to full recovery. Betty drives the paramedic vehicle and is a love interest of L.J. She sacrifices herself by locking herself inside the bus with the crows when they attack.* [4]
- **Mike Epps as L.J. Wade:** Former citizen of Raccoon City, who survived the Nemesis program and Raccoon City's destruction in the previous film. He also travels with Claire's convoy. He is Betty's love interest. He is bitten by a zombie in the motel near the beginning of the film and later turns into a zombie himself when super-zombies attack.* [4]
- **Spencer Locke as K-Mart:** A girl found by Claire's companions hiding out in a [K-Mart](#) store prior to the outbreak.* [4]

- Christopher Egan as Mikey: A young mature computer junkie who drives the “computer station” portion of the convoy. Mikey is responsible for monitoring the radio in search of other survivors as well as monitoring the motion sensor perimeter cameras. He is killed by the super zombies.
- Jason O’Mara as Albert Wesker: Based on the video game character of the same name, he is a prominent antagonist in many of the video games. In the film, he is the Chairman of Umbrella, and through holographic technology (him being in Tokyo), he has regular meetings with committee members including Dr. Isaacs who gave the order to find and capture Alice.*[4]
- Madeline Carroll as The White Queen: The sister computer of the original Red Queen. She is designed to protect and preserve human life and monitor the Umbrella facility, like her sister computer. However, the White Queen has more advanced holographic technology.
- Matthew Marsden as Captain Slater: Wesker’s second-in-command after Dr. Isaacs.
- Linden Ashby as Chase: A cowboy and ex-cop whose expertise is with a rifle.

9.4.3 Production



Top to bottom: Milla Jovovich, Oded Fehr and Mike Epps reprised their roles from *Resident Evil: Apocalypse*,

as Alice, Carlos Olivera and L.J. Wayne, respectively.

Pre-production

Resident Evil: Extinction was first discussed by *Resident Evil* franchise writer Paul W. S. Anderson after *Resident Evil: Apocalypse* opened at number 1 on the US box office in 2004, earning more than \$23.7 million dollars on its opening weekend.*[6] Anderson told SciFi Wire that he would like to oversee a third installment,*[7]*[8] under the original title of *Resident Evil: Afterlife*. Shortly after, the film and another planned sequel were officially announced by Sony Screen Gems on June 13, 2005.*[4]*[9]

On November 7, 2005, Davis Film, Constantin Film and Screen Gems announced their distribution rights worldwide*[10] with the film’s title being changed from *Resident Evil: Afterlife* to *Resident Evil: Extinction*.* [4] Impressed with Russell Mulcahy’s work on *Highlander*, *Highlander II: The Quickening*, *The Shadow* and *Ricochet*, Anderson signed Mulcahy on as director, stating, “Russell pioneered a very distinct visual style, a lot of moving camera and crane work, lots of very fast cutting. He’s got a very cool eye and sees great ways to shoot. His work certainly had a big influence on me as a filmmaker and that’s why I was very excited to work with him on this movie.” *[4]

Casting

On June 12, 2005, Milla Jovovich was announced to reprise her role as the heroine Alice.*[9] In an interview with BlackFilm.com on September 9, 2005, Mike Epps confirmed that he would be reprising his role from *Resident Evil: Apocalypse* as L.J. Wayne, noting that “Black people die in these movies and [Anderson] was like, ‘Well Mike, I kinda like you.’ So then I asked him, ‘Are you setting me up to die because if there’s a fourth movie, I’m as good as dead.’”*[11] Sienna Guillory was planned to reprise her role as Jill Valentine; however, she passed on the role, citing commitments to *Eragon*.*[12]*[13] On May 9, 2006, Oded Fehr was confirmed to reprise his role of Carlos Olivera, as well as Iain Glen, Spencer Locke and Ashanti Douglas who were added to the cast. It was rumored that Debra Marshall was originally cast as Cindy Lennox. However, it was proven to be only a rumor.*[14] Chris Redfield was rumored to appear in the film portrayed by Australian actor Charlie Clausen and Leon S. Kennedy was also rumored to be played by Jensen Ackles.*[15]

Story development

The film’s story takes place in Death Valley, where the large scale action sequences take place amid post-apocalyptic landscapes of Las Vegas in broad day-



Ali Larter portrayed Claire Redfield, a character that originated from the video game series.

light. Drawing inspirations from western films and post-apocalyptic movies, including the *Mad Max* series, *Extinction* manages to reference such predecessors, with plot elements revolving around the shortage of oil, the shortage of supplies, a convoy traveling across a desert, and the desert taking over civilized land.*[4]

Anderson stated that the film's story is original and unfolds in a world that fans of the game recognize: "It's all part of trying to deliver a movie-going experience that satisfies the fans of the game but also provides a fun cinematic experience for a broader audience that has never played a *Resident Evil* game." *[4] The story takes place five years after the events of *Resident Evil: Apocalypse*. While previous installments in the series had minor changes to plot and characters, *Extinction* branches completely away from the video game series as evidenced by the fact that *Resident Evil 4* takes place six years after the events portrayed in *Resident Evil 2* and the world has not become overrun with zombies. References to *Code Veronica* are made, such as the replica mansion and the viral outbreak itself.*[4] A common element used throughout each *Resident Evil* film is the climactic battle which occurs in the finale.*[4] *Extinction* marked the first appearance of herbs, a healing item in the video game series, as seen in Dr. Isaac's lab,*[4] and it also referenced the first film with the inclusion of a replica Hive facility designed after the one in Raccoon City, the Raccoon City

Hospital, a holographic computer database known as the White Queen, and the replica Spencer Mansion.*[4]

Numerous references to the video game series have been made, including zombies being unleashed through a T-virus mutation. While the concept of the undead remains the same, this film includes "Super Undead". As Anderson explains, these are "a result of Umbrella experimenting with the Undead and attempting to give them back some of their reasoning power, some of their intelligence and a little of their humanity. Unfortunately, these experiments don't quite work and the side effect is the Super Undead, which are Undead that are faster, stronger and [a] more cunning foe." *[4] Other creatures from the video game series have also made appearances in the film, including the Tyrant, a swarm of crows, and a pack of Dobermans (although Belgian Shepherd Dogs were used during production).*[4]

Two main characters were added to the film's cast: the main antagonist Albert Wesker (portrayed by Jason O'Mara) and secondary protagonist Claire Redfield (portrayed by Ali Larter) from *Resident Evil 2*.*[4]

Horror magazine *Fangoria* featured the film in its August 2007 issue and also on the cover of its September 2007 issue, talking with director Russell Mulcahy. The following details reported were inaccurate, possibly indicating to a change in the storyline:

- Alice's convoy are traveling across the Nevada desert trying to reach sanctuary in Alaska to meet Chris Redfield and other survivors. In the film, however, there is no mention of Chris, and the convoy is headed by Claire.
- The film would feature new "super zombies" that had been "pumped up on some sort of alter-essence steroids". The final "super zombies" are created using blood taken from clones of Alice.
- Mulcahy stated concerning the (what was then considered to be) ending of the film trilogy, "As far as I'm aware, this is indeed supposed to close the book."
- *Resident Evil: Extinction* takes place eight years after *Resident Evil: Apocalypse*. In the film, this was contradicted when characters stated that it had been five years since the outbreak.
- The character of Claire Redfield did not exist in the early draft scripts for the film and previously Jill Valentine (who appeared in *Resident Evil: Apocalypse* played by Sienna Guillory) would continue the role in *Resident Evil: Extinction*. Later, producers Paul W. S. Anderson and Jeremy Bolt decided to have a separate game character appear alongside Alice, saying, "We thought, rather than bring Jill back, put her with another game heroine." *[16]*[17]

Filming and post-production

Resident Evil: Extinction began principal photography with a budget of \$45,000,000 in Mexicali, Baja California, Mexico* [18] in May, 2006* [19] after filming locations had to be changed from the Australian Outback to Mexico, causing production dates to be pushed back repeatedly from November 2005 to May 2006.* [19] Numerous sets were designed by production designer Eugenio Caballero including Umbrella's underground laboratory, the Las Vegas Strip, the New York-New York Hotel & Casino, Paris Las Vegas, Realto Ponte, Luxor Hotel and the replica of the Spencer Mansion.* [4] The film entered post-production in late July 2006 with details about production being kept secret* [20]* [21] and with the film's special effects being covered by Tatopoulos Studios and Mr. X Inc., whom both worked on the 2006 film *Silent Hill*.

In late June 2006, Sony released the film's first two production stills which included Alice wearing a costume designed by her fashion company Jovovich-Hawk* [4] and Claire Redfield.* [22]

9.4.4 Marketing and release

The film's teaser trailer was shown with *Ghost Rider* on February 16, 2007, and was structured in the same manner of the "Regenerate" teaser trailer for *Resident Evil: Apocalypse*.* [23] The film's website was launched by Sony on February 17, 2007 with confirmation of its September 21, 2007 release date.

The film's teaser poster was leaked onto the internet via a fansite in May 2007,* [24] before appearing on IGN,* [25] whereas a German website leaked concept art for *Extinction* including vehicle and numerous set designs.* [26] The film's theatrical trailer premiered on Yahoo! Movies in late July 2007,* [27] with NBC releasing several scenes including the crow attack sequence.* [28] The social networking website Myspace also featured numerous clips of four of the main characters—Claire Redfield,* [29] Carlos Oliveira,* [30] Nurse Betty,* [31] and Alice.* [32] The official website for *Extinction* launched an online game titled *Resident Evil Extinction: Online Convoy Game* in August 2007. On September 12, 2007 Sony released numerous promotional clips and television spots* [33] and on September 17, 2007 the film's soundtrack was released, whereas the film's score was released on December 18, 2007.

On July 31, 2007, a full two months before the film's release, a novelization by Keith R. A. DeCandido was published.* [34] At 368 pages, it is the longest of all of the *Resident Evil* novels. DeCandido also wrote the novelizations of the first (subtitled as *Genesis*) and second films.

Resident Evil: Extinction was released on DVD, UMD, and high-definition Blu-ray Disc in North America on January 1, 2008. A Blu-ray release of the *Resident Evil*

trilogy, featuring the three films in one package was also released on January 1. A 3-disc DVD set of the *Resident Evil* trilogy was also made available in 2008.* [35] Milla Jovovich and Oded Fehr filmed a commentary while Jovovich was pregnant, which Fehr expects to be shown "in a little square box in the corner" of the Blu-ray version.* [36] The DVD and Blu-ray versions of the film showed previews for *Resident Evil: Degeneration*, a trailer of *Devil May Cry 4*, and a video of *Resident Evil 5*.* [37] *Resident Evil: Extinction* was released on DVD in Australia on February 13, 2008* [38] and in the UK on the February 18, 2008.* [39]

9.4.5 Reception

Box office

The film was the number one movie at the North American box office on its opening weekend, grossing \$23 million in 2,828 theaters, averaging \$8,372 per theater.* [40] It opened more strongly than the two previous films in the series, and as of January 1, 2008, the film had grossed \$50,648,679 domestically and \$97 million overseas for a worldwide total of \$147 million.* [3]

Critical response

Extinction received a Rotten Tomatoes score of 22% based on 95 reviews* [41] and Metacritic gave it a "mixed or average" score of 41 out of 100.* [42]

Steven Hyden of *The Onion's A.V. Club* said that "the movie delivers some simple-minded thrills" and praised the "solidly effective killer-ravens sequence" but felt the film was too predictable, saying: "Anybody who has ever seen a zombie movie can figure out what happens next. Somebody will get bit without telling the others, which will inevitably backfire. Survivors will be forced to shoot suddenly undead friends in the head. One of them dastardly science folk will protect the monsters in order to study them, which will also inevitably backfire. And legions of undead will be re-killed in surprisingly easy fashion."* [43]

Kevin Crust of the *Los Angeles Times* praised the film, saying that "the story and characters are surprisingly engaging, with fight scenes and scares effectively placed between plot turns" although he felt that the ending was too "open-ended".* [44] Kyle Smith of the *New York Post* gave *Extinction* half a star out of a possible four, saying that the film was "no more interesting than watching someone else play with his Playstation".* [45] Scott Brown of *Entertainment Weekly* said that *Extinction* "plays like a flabby middle chapter, full of nerdy details but fraudulently short on the ruined Vegas-scape that ads have been promising."* [46] Jack Mathews of the *New York Daily News* gave the film a score of one and a half stars out of five, calling the action scenes "monotonous"

and urging audiences to “flee this yawn of the dead.” *[47] Helen O’Hara of *Empire* gave *Extinction* a score of two stars out of five, saying that while the film was “better than *Resident Evil: Apocalypse*” and had “an effectively creepy empty world setting”, she felt that it was “nevertheless scuppered by a lack of coherence.” *[48]

Frank Scheck says that as the film is “fast-paced and filled with brisk action sequences”, it should “reasonably satisfy the devotees.” *[49] Maitland McDonagh of *TV Guide* gave the film a score of two and a half stars out of four, saying: “Equal parts *Mad Max* and *Day of the Dead*, [*Extinction*] is no less derivative than its predecessors but moves along at a brisk clip.” *[50] Pete Vonder Haar of *Film Threat* gave *Extinction* a score of three out of five, saying that the film had “rather lazy pacing” but added that “the way Anderson keeps upping the ante with regard to Alice’s ultimate fate continues to amuse.” *[51]

A common complaint was the noticeable digital airbrushing on numerous close-up shots of Jovovich’s face, for which reviewers were confused at the use of, or found unnecessary. *[52]*[53]*[54] The film won the Golden Trailer Award for Best Action Poster and was nominated for Best TV Spot. *[55]

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9.4.7 External links

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9.5 Resident Evil: Afterlife

Resident Evil: Afterlife is a 2010 Canadian-German 3D science fiction action horror film written and directed by Paul W. S. Anderson. It stars Milla Jovovich, Ali Larter, Kim Coates, Shawn Roberts, Spencer Locke, Boris Kodjoe, and Wentworth Miller. The film marks Anderson's second time to direct in the series, the first being the first installment. It is the first to be shot in 3D and fourth installment in the *Resident Evil* film series, which is based on the Capcom survival horror video game series of the same name.

The film follows Alice searching and rescuing the remaining survivors in Los Angeles after the T-virus outbreak, and teaming up against Albert Wesker, the head of the Umbrella Corporation. Chris Redfield, a primary character from the video games, was featured for the first time in the film franchise. Other characters from the games and films who returned are: Claire Redfield, Chris's sister who has lost her memory prior to the film's events; Albert Wesker, the film's primary antagonist; and Jill Valentine, who made a cameo appearance.

In May 2005, producers mentioned the possibility of following *Extinction* with a sequel titled *Afterlife*. *Extinction* was released in 2007 and was a box office success prompting *Afterlife* to begin development in June 2008, with the script being written by Anderson that December. Elements from the video game *Resident Evil 5* (2009) were incorporated into the film. Filming took place in Toronto from September to December 2009 using the 3D Fusion Camera System.

The film was released in 3D and IMAX 3D theaters on September 10, 2010. The film grossed \$60 million in the United States and Canada on an estimated \$60 million budget, and made \$236 million in other markets surpassing the previous film's overseas total in the second week of release. Grossing a worldwide total of \$296 million, *Resident Evil: Afterlife* became the highest-grossing entry of the series with the overseas total almost equaling the previous films' overseas total combined. *Resident Evil: Afterlife* was released to DVD, Blu-ray, and Blu-ray 3D on December 28, 2010 in the United States.

9.5.1 Plot

A year after the events of *Extinction*, the Alice clones (Milla Jovovich) attempt to kill Albert Wesker (Shawn Roberts) at the current Umbrella Headquarters, a huge structure just beneath Shibuya Square. The clones manage to kill the entire branch, but Wesker makes his way to his private charter tiltrotor plane and escapes before activating a bomb, leaving a massive sinkhole. However, the real Alice boarded his aircraft beforehand. As she pulls a gun on him, Wesker injects her with Anti-Virus before the lack of a pilot makes the aircraft crash in the mountains outside Tokyo. Only Alice somehow survives.

6 months later, Alice travels back to the United States in an airplane following emergency broadcasts from a safe haven known as *Arcadia* in Alaska, (written of in the diary she found previously). En route, Alice locates the helicopter in which Claire's (Ali Larter) team escaped the Umbrella facility, and is attacked by her; Alice destroys a spider-like device on Claire's chest, giving her amnesia and pacifying her. They travel to the ruins of L.A. in a Yak-52 plane, where they find survivors living in a prison surrounded by the infected. Luther West (Boris Kodjoe) a former pro-basketball player, leads the small band which includes Wendell (Fulvio Cecere), Crystal Waters (Kacey Barnfield), Bennett (Kim Coates), Kim Yong (Norman Yeung), and Angel Ortiz (Sergio Peris-Mencheta). With their help, Alice lands on the prison's roof and learns *Arcadia* is not a fixed place, but a cargo tanker traveling along the coast. However, *Arcadia* has stopped broadcasting and has remained still for 4 days; since the prison is surrounded, there is no safe way to reach the ship. Claire remembers arriving at the *Arcadia*, but nothing else.

As they need to reach the *Arcadia*, Luther takes Alice to the last inmate; Chris Redfield (Wentworth Miller), who insists he fell victim to a prank from the other inmates, and will reveal an escape route for freedom. Luther guides Alice to the showers to clean up, but she discovers Wendell, who was trying to peep. Holding him at gunpoint, Alice is attacked by a group of Majini infected that tunneled into the prison, and take Wendell; she manages to kill them all. Out of options, they set Chris free, who explains Claire is his sister. Chris reveals the prison keeps an armoured car they can use to escape. However, a giant axe-wielding monster begins breaking down the gate. Alice, Chris and Crystal go deeper into the prison to get guns from the armoury; Luther and Claire reinforce the gate to keep the undead at bay. Alice, Chris and Crystal make it to the armoury, but zombies attack and devour Crystal. Angel informs Bennett and Yong the car is missing its engine and it would take a week to fix. Desperate to live, Bennett shoots Angel, abandons Yong, and heads for *Arcadia* in Alice's airplane.

The Axeman breaks down the gate, allowing the zombies into the facility. With no other choice, the group decides to use the zombie-dug tunnels to escape into the sewers. Yong is slashed in half by the Axeman, whom Alice and Claire then face. Alice is knocked out; Claire defends Alice and just before it can kill her, Alice awakes and shoots a hole in its head. The two meet up with Chris at the end of the sewers, but lose Luther to a zombie that drags him back into the tunnels.

Alice and the Redfields board the *Arcadia*, discovering it functional but abandoned. Claire then remembers that *Arcadia* is an Umbrella trap to get test subjects; they release the survivors, among them K-Mart (Spencer Locke). Alice follows a trail of blood from an empty holding cell deeper into the ship, where she finds Wesker. The T-virus revived him, but it battles Wesker for control,

something he believes fresh human DNA can pacify; the Umbrella staff fled when he began eating test subjects. Alice's DNA is superior to his, since she retained control despite bonding with the virus at a cellular level; he believes eating her will give him back control.

The Redfields fight Wesker while Alice battles Bennett, who now works for Wesker. Wesker easily overpowers Chris and Claire, but Alice is able to defeat both Bennett and Wesker with help from K-Mart. They lock Bennett in the room with Wesker's corpse; Bennett is devoured by Wesker when he revives. Wesker then escapes in an aircraft, activating a bomb on the *Arcadia*; the plane explodes instead as Alice placed the bomb there beforehand. Unbeknownst to them, Wesker parachutes away from the explosion, while Luther emerges from the sewers, battered but alive. Alice resolves to turn *Arcadia* into a real haven and broadcasts a new message for any other survivors. As Alice, Clarie and Chris watch over from *Arcadia*, it is approached by a military squadron of Umbrella aircraft.

During the post-credits scene in one of the aircraft, Jill Valentine (Sienna Guillory), who went missing after *Resident Evil: Apocalypse*, is dictating the attack wearing the same mind control device used on Claire.

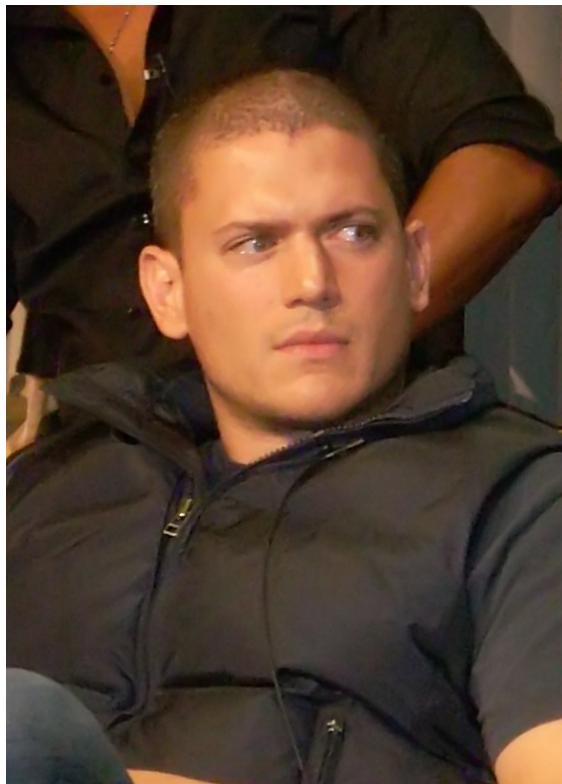
9.5.2 Cast

- Milla Jovovich as Alice; a former Umbrella Corporation security officer whose exposure to the T-Virus granted her superhuman abilities.
- Ali Larter as Claire Redfield; Chris's younger sister who led a convoy of survivors who encountered Alice in the previous film.
- Wentworth Miller as Chris Redfield; Claire's older brother who was serving with the United States Military combating the infected.
- Shawn Roberts as Albert Wesker; the Chairman of the Umbrella Corporation who possesses superhuman strength, speed, and regenerative capabilities.
- Boris Kodjoe as Luther West; a former professional basketball player and the leader of the survivors of Los Angeles.
- Kim Coates as Bennett Sinclair; a former film producer and one of the survivors of Los Angeles
- Spencer Locke as K-Mart; a young girl named after the department store where she was discovered hiding, and a member of Claire's convoy of survivors in the previous film.
- Sergio Peris-Mencheta as Angel Ortiz, a survivor in Los Angeles.

- Kacey Barnfield as Crystal Waters; a junior champ in swimming in her high school days, she came to Los Angeles to work as an actress and is one of the survivors.
- Norman Yeung as Kim Yong; Bennett's former intern before the virus outbreak.
- Mika Nakashima as J-Pop Girl; Japan's patient zero, first infected person there.
- Ray Olubowale as the Axeman; a monster taken from the game *Resident Evil 5* (known as The Executioner).^{*[7]}
- Sienna Guillory as Jill Valentine; a former S.T.A.R.S. operative who assisted Alice and escaped Raccoon City in *Resident Evil: Apocalypse*.

9.5.3 Production

Development

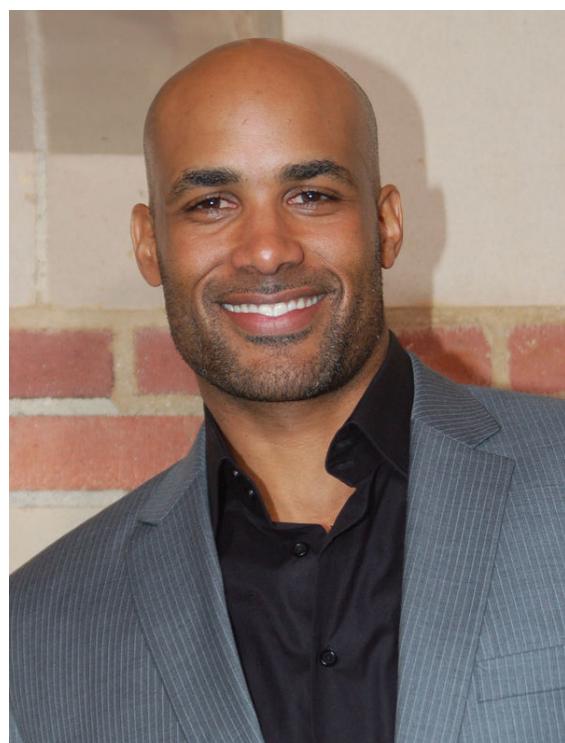


When Miller first read the script he thought the association to Prison Break was a practical joke with his imprisonment and his first line being, “I know a way out of here.”^{*[8]}

In May 2005, producers mentioned the possibility of following *Extinction* with a sequel entitled *Afterlife*, to be shot and set in Tokyo, Japan and Alaska.^{*[9]} Despite *Resident Evil: Extinction* being billed on the official website and elsewhere as the final installment of the *Resident Evil* film series; on September 23, 2007, Rory Bruer, Sony's

head of distribution explained, “It absolutely would not surprise me considering the success of the franchise that they find a way to come up with another. It's a real possibility.”^{*[10]} Producer Jeremy Bolt also stated that while there was no intention of making a fourth film, that the third had been particularly well done and that Paul Anderson was talking with Sony about the possibility.^{*[11]} In June 2008, Anderson noted that negotiations were underway with Sony for creating the film.^{*[12]} In December 2008, Anderson stated that he was working on the script.^{*[13]} The following year, it was announced that Sony was aiming to release *Resident Evil: Afterlife* by August 27, 2010.^{*[14]}

Casting



Boris Kodjoe trained for six weeks to perform his own stunts. He dislocated his knee in the course of filming while trying to kick in a gate.^{*[15]}

In September 2006, reports indicated that casting for the fourth film had begun, with Jensen Ackles being considered for the role of Leon S. Kennedy.^{*[16]} Ali Larter missed seven episodes of filming the television show *Heroes* in order to appear in the film.^{*[17]} Before Wentworth Miller was cast as Chris Redfield, actor Johnny Messner auditioned for the role. Having never played the *Resident Evil* video games,^{*[8]} Miller began preparing for the role by searching the internet for images of Chris Redfield. Much to his surprise, he noticed how muscular the character was; with only three weeks to prep before shooting, he knew it was impossible to increase his muscle mass to that extent. He was shown

video footage of the games and saw how he was visually different, especially in the first game. He did cardio to build up endurance.* [8] Miller described his interpretation on the character from the video game as, “He’s definitely capable and heroic, but there’s also something quite innocent. He was still freshly scrubbed, in a way, at the beginning of this horrifying journey.” He described his take as the character in the film, “My Chris has been walking down this particular road for quite some time. The edges are sharper, and they’re way more jagged.”*[18]

Shawn Roberts was originally going to audition for Chris Redfield before Miller accepted the role.* [19] He went to audition for the role of Albert Wesker, a role previously played by Jason O’Mara. Describing the character Roberts said, “[He’s the] Chairman of the Umbrella Corporation. He is in a position of power. He pretty much runs the world, and Alice is an annoyance. It’s a whole process: I get to set and wardrobe gives me this big, long black jacket, and props comes over and gives me the dark glasses and the gloves. By the time you are all dressed you stand a little straighter, you walk a little differently. He’s got everything going for him—he’s super fast, super strong, has the ability to regenerate—it’s all the elements from the game. That was one thing we all agreed on from the start: this character has to be for the fans.”*[20] Sienna Guillory reprises her role as Jill Valentine, who was last seen in *Resident Evil: Apocalypse*.*[21] She is featured briefly in a scene shown during the credits, setting up the sequel.

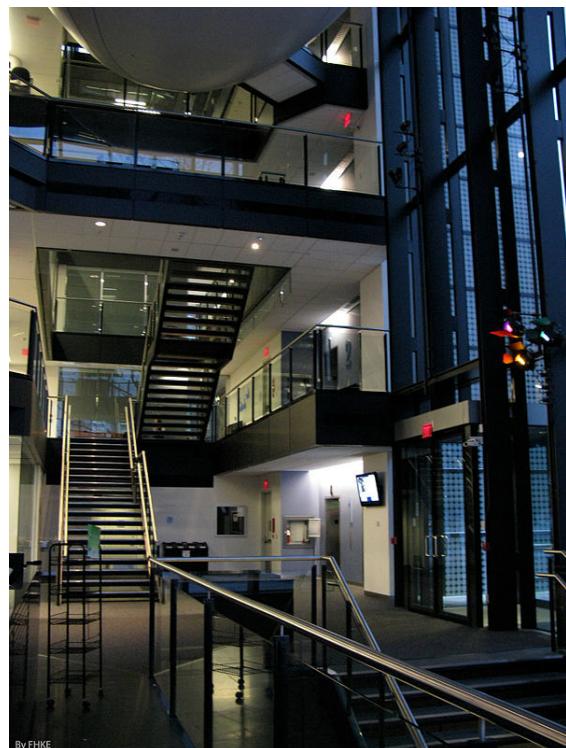
Cinematography and set design

Anderson was shown footage of James Cameron’s *Avatar* which sold him on the idea to shoot *Resident Evil: Afterlife* in digital 3D. He shot in high-definition with an aspect ratio of 2.35:1* [22] using Cameron’s Fusion Camera System, or more specifically a Sony F35 camera.* [23] The crew spent two weeks in pre-production learning the 3D camera system.* [24] With a budget of about \$60 million,* [25]* [26]* [27] principal photography took place for 55 days* [22] from September 29, 2009* [28] to December.* [29] Filming in 3D added 20% to the budget.* [30] Roberts began filming his scenes on October 10, 2009.* [20] The final showdown scene was filmed for about six days.* [22] During production Jovovich accidentally shot out a \$100,000 camera.* [31]

For slow motion scenes like with bullets and drops of water, twin Phantom high-speed cameras were used which filmed 200 frames per second.* [34] A fight scene with Wesker and Chris in the *Resident Evil 5* game was recreated shot-by-shot for the film and the Phantom cameras were used to create Wesker’s superhuman speed which took about two days to film.* [19] The added size and weight of the 3D cameras meant the filmmakers were not able to use existing equipment such as Steadicam rigs. Instead the camera operator worked on a Segway to



Robarts Library's exterior was used to portray the prison. [32]*



Leslie Dan Faculty of Pharmacy was used to portray Umbrella Corporation's underground Tokyo headquarters. Anderson said "It had a fantastic atrium that had these huge floating pill shapes in it. Inside the pills were conference rooms. We shot at night so there was no ambient light coming into the glass, and then with visual effects replaced the glass with concrete walls".[33]*

achieve the look of a Steadicam shot.* [34] Much of the action scenes were shot in front of a green screen.* [31] A 1983 Yak-52 was used throughout the film by Jovovich and Larter. Stunt pilot Martin Mattes was dressed like Jovovich and flew the plane for the camera.* [35]

The 3D cameras were unable to pick up anything shiny, such as stainless steel, due to a flare. Set decorator Cal Loucks said that most items that looked metal were actually painted silver with special paint to remove its reflective quality. The saturation of colors also had to be

changed to accustom the 3D cameras, which are “slow to pick up information”. Loucks said, “It’s a very restrictive color palette. For example, in this warehouse scene, we saturated the floors in a dark, dark charcoal, and we thought that was enough, but then the cameras showed them as still being too light. So we had to add more and more black. The reason I say it’s too light is because we are putting more light onto these sets than we ever have before.” *[36]

Filming locations

Principal photography was done mostly at Cinespace Film Studios in Toronto, Ontario.*[37] Toronto police received hundreds of calls from concerned neighbors after a scene involving a burning plane crashed.*[32] For the underwater scenes, cargo shipping containers were cut and welded to make a giant tank on stage.*[30] The opening scene was filmed at the Shibuya Crossing in Shibuya, Tokyo.*[34] Interior scenes of Umbrella Corporation’s subterranean lair were filmed at the Leslie Dan Faculty of Pharmacy.*[33] Robarts Library was used to portray exterior shots of a Los Angeles prison due to its resemblance to a prison, and other scenes were shot at University of Toronto Scarborough.*[32] Scenes portraying an Alaskan aircraft boneyard were actually filmed at Oshawa Airport. A location depicting an Alaskan beach was filmed at Sandbanks Provincial Park.*[38] Second unit was sent to Alaska to capture establishing shots of the scenery.*[39]

Visual and special effects

Visual effects were done by Rocket Science VFX and Mr. X Inc. Paul Jones served as the special effects creator, who previously designed the Nemesis character in *Resident Evil: Apocalypse*. The production team planned to use extras to portray 300 zombies at once, but time restraints prevented that. Around 150 zombies were eventually used and Mr. X Inc’s visual effects supervisor, Dennis Berardi, added more in post-production.*[40] For Alice’s clones they shot motion control photography for multiple passes of Jovovich. For the wide shots they took digital photo doubles.*[41] Visual effects production manager Eric Robertson described the look of the film, “interesting contrasts, pure whites, which is a staggering look. It’s so clean and tight along with some real darkness too that may evoke a bit of a feel of *Silent Hill*. So we’ve got the extremes, but it’s definitely a unique look for this incarnation and it’s been fun to see those looks.”

*[42] A burned cityscape with ash and smoke in the sky was created to depict a postapocalyptic Los Angeles, in which most of the film is set. Bolt described this approach as, “In a world that has gone to hell in a handbasket, there’s no control and no fire service, so clearly, what’s going to happen to LA is it’s going to get burned.” * [43]

The infected Dobermans from the games and previ-

ous films return, but are more advanced. The dogs wore a costume with prosthetics.*[44] Anderson wanted to make the dogs in this film look “absolutely terrible” .*[44] Computer effects were used to make the dog’s jaw flare open, with tentacles coming out of their mouths similar to the dogs from the fourth and fifth video games.*[45]*[46] Other creatures borrowed from the fifth video game are the “Majini” who are more intelligent and have mandibles and tentacles coming out of their mouths, and “The Executioner” (named the Axeman in the film).*[42]*[45]*[47]

9.5.4 Release



Milla Jovovich speaking at WonderCon 2010 about the film.

In August 2009 it was announced that the film would be released on August 27, 2010,*[48] but that December it was set back to January 14, 2011.*[49] In January 2010, it was announced that the release date was moved to September 10, 2010.*[50] Screen Gems paid Constantin Film, Davis Films and Impact Pictures \$52 million for the rights to distribute the film in North American and “most key foreign markets” .*[51]

On April 3, 2010, Anderson, Jovovich and Larter attended WonderCon for a *Resident Evil: Afterlife* panel answering fan questions.*[52] On July 24, 2010, they attended the San Diego Comic-Con International to promote the film.*[31]

Soundtrack

Further information: Discography of the Resident Evil film series

The *Resident Evil: Afterlife: Music from the Motion Picture* was composed by Tomandandy and released on September 28, 2010 by Milan Records.*[53]

In addition to the original soundtrack, “The Outsider” (Apocalypse Remix) by alternative rock group A Perfect Circle was used for the marketing the film, along with a short segment of it being played during the confrontation

between Alice and Wesker, as well as playing over the end credits.

Home media

Resident Evil: Afterlife was released to DVD, Blu-ray, and Blu-ray 3D on December 28, 2010 in the United States. Special features on the DVD includes a filmmaker commentary and two featurettes. The Blu-ray releases includes the same and also with deleted and extended scenes, additional featurettes and outtakes.* [54]

In 2013, Sony Pictures Home Entertainment released a two-disc set containing the first four films in the series. It was called The 4 Movie Resident Evil Collection.

9.5.5 Box office

United States and Canada

Resident Evil: Afterlife opened on approximately 4,700 screens in 3,203 locations, with 2,062 of the locations showing on 3D-equipped screens and 141 in IMAX 3D, ranking as one of the largest 3D releases at the time.* [55] In Canada the film opened in an additional 250 theaters through Alliance Films.* [56] The film opened at number one and took in \$10.7 million on its opening day and \$26.6 million on its opening weekend.* [57]* [58] By its second weekend the film had dropped to fourth place with new release *The Town* taking its first place spot. It grossed \$10 million, a 63% decrease in ticket sales from its opening weekend.* [59] It fell to seventh place by its third weekend, grossing \$4.9 million and was removed from 567 theaters.* [60] On its fourth weekend, *Resident Evil: Afterlife* moved to eleventh place with the new release *Case 39* at number one, while grossing \$2.7 million and being dropped from 735 theaters.* [61] For the film's fifth weekend it made \$1.2 million, a 54% decrease from the previous weekend and was removed from an additional 895 theaters.* [62] For its sixth, seventh and eighth weekends it had dropped to \$347,264, \$137,502 and \$70,474, respectively and was playing in 140 theaters by its eight and final weekend.* [63] The film closed out of theaters on November 4, 2010 after 56 days of release.* [6]

Other countries

On September 15, *Resident Evil: Afterlife* opened in 30 countries, bumping *Inception* from first place and grossing \$42.3 million from 3,559 screens with 3D screenings accounting for 81% of total earnings, thereby becoming the most successful overseas debut of the entire series. More than one-third of the total came from a \$15.5 million three-day launch in Japan. Additionally, the film grossed \$6.4 million in Russia, \$3.3 million in Spain, \$2.95 million in Taiwan and \$2.6 million in the United Kingdom.* [64] By September 19 it had passed *Resident*

Evil: Extinction's \$97.1 million overseas total. The following day it had surpassed *Extinction*'s total of \$103.2 million overseas, 148.8 million worldwide, to become the highest-grossing entry of the series.

During its second week the film grossed \$40 million, with \$5.3 million of it in Germany, \$3.2 million in Mexico, \$3.1 million in South Korea and \$2.9 million in Brazil. Japanese ticket sales grossed \$5.1 million with Russia adding another \$4.2 million.* [65] By its third weekend it was still at number one, grossing \$24.3 million, with an opening in France adding \$3.5 million of it. Hong Kong added another \$768,324.* [66] The film remained at #1 for its fourth weekend grossing \$15.6 million.* [67] On its fifth weekend it grossed \$8 million, dropping to fifth place, being replaced by *Eat Pray Love* at number one.* [68] By its eleventh weekend ticket sales had dropped to \$9.1 million gross, with fully \$9 million of that coming from its opening in China.* [68] Overall *Resident Evil: Afterlife* only missed by about \$1.5 million the total the three previous films in the series had made combined.* [69]

Worldwide overview

The film grossed \$60 million in the United States and Canada with \$236 million in other markets for a worldwide total of \$296 million.* [6] In the United States, the high box office gross was attributed to the ticket price inflation of the 3D presentation, but the film had the lowest opening weekend attendance of the film series.* [70] On November 23, 2010 *Resident Evil: Afterlife*, became the most successful production in Canadian feature film history,* [4] as well as the highest grossing zombie film.* [71]

9.5.6 Reception

Critical response

Resident Evil: Afterlife was not screened in advance for critics.* [72] Review aggregator Rotten Tomatoes gives the film a score of 23% based on reviews 95 critics, with a rating average of 4.1 out of 10.* [73] Metacritic, which assigns a weighted average score out of 100 to reviews from mainstream critics, the film received an average score of 37 based on 14 reviews.* [74] CinemaScore polls reported that the average grade moviegoers gave the film was a B minus on an A plus to F scale.* [51]

Michael Ordoña of the *Los Angeles Times* gave it a positive review, noting the slower cut of the film and saying “the action is easier to read than in most films of the genre, and therefore more enjoyable. Anderson makes particular use of sets and locations to wring out more bang for the stereoscopic buck”.* [75] Phelim O'Neill of *The Guardian* gave the film two stars out of five praising the use of 3D, while stating that the *Resident Evil* films “always look good and have well-staged action, but they

don't have one iota of originality or imagination".*[76] *Chicago Reader*'s Andrea Gronvall described the plot as "nearly indiscernible" but did call the film the "sleekest so far, thanks to 3D and star Milla Jovovich's body-hugging catsuit".*[77]

Jeannette Catsoulis of *The New York Times* gave the film a negative review, saying "Cannibalizing John Carpenter's *Thing* and much of the sci-fi-horror canon, *Afterlife* is more moribund than its thronging undead".*[78] David Edwards of the *Daily Mirror* compared it to *Resident Evil: Extinction*, stating that the "results are even less impressive, which is saying quite something" and "only fans of the series will care with the film looking suspiciously like a series of barely connected action scenes and unimpressive 3D welded to a who-the-hell-cares? plot".*[79] Spill.com critics Corey Koleman and Co-Host 3000 gave the film a "Some ol' bullshit", the site's second lowest rating. They criticized the film's overuse of slow motion, lack of explanation of certain plot elements and long lapses in between action, but gave the film points for its cinematography, small bits of action, 3D and the special effects of the Axeman.*[80] Andrew Barker of *Variety* compared the film to the previous installment as "equally moribund, and perhaps even more shamelessly derivative". He compared Roberts' Wesker to Hugo Weaving's Agent Smith from *The Matrix*, calling it a "slipshod impression".*[5] A particularly scathing review came from Brian Orndorf of *Dark Horizons*, who commented: "Perhaps the first 3D motion picture to simulate the experience of watching paint dry, *Resident Evil: Afterlife* is a dreadful bore that only occasionally comes to life."*[81]

Accolades

9.5.7 See also

- List of films based on video games

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9.5.10 External links

- Official website
- *Resident Evil: Afterlife* at the Internet Movie Database
- *Resident Evil: Afterlife* at Rotten Tomatoes
- *Resident Evil: Afterlife* at Metacritic
- *Resident Evil: Afterlife* at Box Office Mojo

9.6 Resident Evil: Retribution

Resident Evil: Retribution is a 2012 American-Canadian-German science fiction action horror film written and directed by Paul W. S. Anderson.* [3] It is the fifth installment in the *Resident Evil* film series based on the Capcom survival horror video game series *Resident Evil*, and the third to be written and directed by Anderson after the first film and the previous installment.

Resident Evil: Retribution is a direct follow-on from the previous film *Resident Evil: Afterlife*, and focuses on Alice (Milla Jovovich) captured by the Umbrella Corporation, forcing her to make her escape from an underwater base in the Arctic Circle, used for testing the T-virus. The film has many returning actors and characters, along with new characters from the video game not featured in the previous films. Filming took place from October to December 2011 for an international release date of September 14, 2012.* [4]

The film was released in 2D, 3D, and IMAX 3D* [5] to a box-office success, grossing over \$240 million worldwide. Film critics criticized the film for its characters, plot, and acting while praising the 3D, visual effects, and fight choreography. The Blu-ray and DVD for the film was released on December 21, 2012, and a sixth installment is planned by Sony.* [6]

9.6.1 Plot

Alice (Milla Jovovich) and the others on the Umbrella Corporation freighter *Arcadia* face an attack by a fleet of airships led by Alice's former ally, Jill Valentine (Sienna Guillory), who's been brainwashed by Umbrella through a scarab device attached to her chest. Alice causes an airship to crash into *Arcadia*, resulting in an explosion that knocks her out and into the water. The fates of Chris, Claire, and K-Mart remain ambiguous.

The story switches to a suburban housewife who appears to be Alice living with her husband Todd (Oded Fehr) and deaf daughter Becky (Aryana Engineer). Zombies attack, revealing the suburbia is actually Raccoon City during the contamination. Alice and Becky escape to the streets and are rescued by a student, Rain Ocampo (Michelle Rodriguez), who lets them ride in her car. As the three escape, they are hit by a truck, knocking Rain unconscious while Alice and Becky escape. Alice hides Becky, but is killed by a zombified Todd.

The original Alice awakens to see she's been captured. Jill interrogates Alice, who unsuccessfully tries jogging her memory, and demands to know what happened to Chris, Claire, and K-Mart. During a power failure, Alice escapes her cell and the laser grid, finding herself on the Shibuya Square, just at the beginning of the Tokyo contamination. Fighting her way out, she returns into the facility, and encounters Ada Wong (Li Bingbing), one of Albert Wesker's (Shawn Roberts) top agents. Ada explains they no longer serve Umbrella. Wesker appears on a screen, revealing the Red Queen, who was reactivated after the contamination of The Hive, now controls Umbrella. Ada explains the base is underwater, located in Kamchatka, Russia, that served as a former Soviet outpost; as the Hive was designed in producing the T-Virus, the base was designed by Umbrella in manufacturing clones and created simulated outbreaks to show the effect of the T-virus, and thus selling it at high price around the world.

To infiltrate the base from outside and help Alice and Ada escape, Wesker has organized a freelance team: Leon S. Kennedy (Johann Urb), Barry Burton (Kevin Durand), and Luther West (Boris Kodjoe). Leon's team plants explosives near the entrance of the base, which will detonate in two hours and trap anybody still inside, to ensure the base's destruction. The group plans to meet with Alice and Ada in the Raccoon City suburbia. In a New York City simulation, Alice and Ada defeat two Axemen,

prompting the Red Queen to send Jill after them next. Leon and his team enter a **Moscow** simulation, but are cut off by armed **Las Plagas** zombies.

Alice and Ada enter the suburban simulation, the rendezvous point, and discover Becky and the dead “suburban Alice”. Ada explains Umbrella uses clones for virus outbreak simulations and troops; Becky, Todd, and Rain were clones as well. Despite this, Alice quickly becomes attached to Becky. Blocking their escape are Jill and her mercenaries, consisting of clones of Alice's deceased allies: an “evil” version of Rain, modified after the original, a former deceased Umbrella soldier and Alice's ally, **Carlos Olivera** (**Oded Fehr**), and also James “One” Shade (**Colin Salmon**), leader of the Umbrella group that was sent in the **Hive**. The group demand their immediate surrender, which Alice complies with for Becky's safety; however, Ada starts a shoot-out, allowing Alice to escape with Becky.

Alice and Becky run into the “good” Rain and head to the **Moscow** simulation, where they meet Leon's team. The group escapes the **Las Plagas** undead, and reach the elevator; however, an Uber-Licker captures Becky and kills “good” Rain. Alice pursues the Uber-Licker, while the others fight off Jill's group; Barry and One are casualties. Alice rescues Becky despite Leon's discouragement. During their escape, they arrive at a cloning facility where Alice and Becky see copies of themselves. When Becky asks Alice if she really is her mother, Alice says she is now. The Uber-Licker follows them inside, as Alice drops grenades, and fires a grappling hook, escaping the explosion. The explosives at the entrance go off, flooding the place (killing Olivera) and propelling the elevator upwards with Leon and Luther. Alice and Becky also survive, having used the ventilation system.

The group awaits pickup but is ambushed by a Soviet submarine, from which Jill, the “evil” Rain, and a captured Ada emerge. With new orders to kill Alice, Jill attacks. Rain injects herself with the **Las Plagas** parasite to gain superhuman strength and healing; she knocks out Ada and fights Leon and Luther. Alice manages to destroy the scarab device on Jill, returning her to normal, though, unlike **Claire**, she retains her memory. Rain kills Luther with a blow to the chest, and knocks Leon out; Alice, realizing they can't kill Rain, shoots at her footing. Rain falls in the water, and vows to get Alice but is dragged under by the **Las Plagas** zombies. Alice collapses from her injuries, but later awakes in a helicopter with the others.

Alice, Ada, Becky, Leon, and Jill travel to Wesker's base: the heavily barricaded and fortified **White House**, staffed by S.T.A.R.S. and the remainder of the U.S Marine Corps. Alice meets Wesker in the heavily-barricaded **Oval Office**, where he injects her with the T-Virus, returning her former powers; as only Alice successfully bonded with it, she is *the* ultimate weapon. On the roof, Wesker explains the Red Queen is trying to wipe out humanity, and all of the remaining uninfected are in the

base; it is humanity's last stand. A pull-away shows Wesker's Umbrella army defending the White House alongside the remaining U.S. Armed Forces against enormous hordes of T-virus abominations.

9.6.2 Cast

- Milla Jovovich as Alice

A woman who is an ex-employee/former Umbrella Corporation security officer whose exposure to the T-Virus granted her superhuman abilities. Since being exposed to the T-Virus outbreak in **Raccoon City**, Alice has been captured and subjected to experiments. After being experimented on by Umbrella, she sets out to destroy all of those who started the outbreak and is also being tracked down by the Umbrella Corporation.

- Michelle Rodriguez as Rain Ocampo

A pair of clones of Rain Ocampo, who was an Umbrella commando operative from the **first** film where she died. The Umbrella Corporation has cloned Rain, creating a “Good Rain” and a “Bad Rain”. “Bad Rain” is hunting down Alice, under Jill's orders. Meanwhile, “Good Rain” joins Alice in her attempt to escape the testing facility. For many years, Anderson has been trying to get Rodriguez back in the *Resident Evil* films. He says that he wanted “to kind of give her an opportunity to play something different.” Rodriguez explains “Bad Rain” as “mechanical, very straight-forward and very matter-of-fact” and “Good Rain” as “awkward and different - someone who is quirky and doesn't know how to handle a gun and someone who is curious.” *[7]

- Sienna Guillory as Jill Valentine

A former member of Special Tactics and Rescue Squad (S.T.A.R.S.), police officer of Raccoon City and ally of Alice who was captured and subsequently mind-controlled by Umbrella to find Alice. Sometime after the events of *Resident Evil: Apocalypse*, Jill was captured by the Umbrella Corporation and is under their control through the Scarab Appliance on her chest. Guillory was originally set to appear in *Resident Evil: Extinction*, but she dropped out due to her commitment to *Eragon*. She made a cameo appearance in *Resident Evil: Afterlife*.*[8]

- Aryana Engineer as Becky

A little girl whom Alice develops a mother-daughter relationship with. Jovovich says that the relationship between Alice and Becky is similar to Ripley and Newt in *Aliens*. She went on to say the relationship is a way for Alice to hold onto her humanity. Becky is a deaf child, but does speak, as well as perform sign language. She first appears in the film when an Alice clone is seen living through a virtual Raccoon City infection scenario. She is thereafter found by the “real” Alice as she and Ada Wong make their way through the “Suburbia” testing environment. Despite Ada’s complaints that Becky is just one of the many clones, Alice takes her along to their escape.*[9]

- Shawn Roberts as Albert Wesker

Former head of the Umbrella Corporation. Wesker is revealed to have survived the events of *Afterlife*. In this film he takes on a much different role, in which he is responsible for helping Alice escape so she can help him save the human race, since The Red Queen no longer follows his orders.

- Li Bingbing as Ada Wong

A one-time Umbrella operative who assists Alice in her escape. Despite their romance in the video game, Li says that Ada and Leon Kennedy’s relationship is more “subtle” in the film. Li got the role only a few days after her first audition, and prepared for the role by watching *Resident Evil: Damnation*. During filming, she wore a \$7,500 wig.

- Johann Urb as Leon S. Kennedy

A survivor and leader of a tactical team which is tasked with helping Alice escape Umbrella. Anderson says that the decision to include Leon, Ada, and Barry in the film was “fan-driven”. When describing his character’s story, Urb says “As far as I can tell, I’ve just been fending for myself, taking care of business, and banding with some people. Then, apparently what’s happened is Alice is in a bit of trouble. Wesker needs somebody who, what’s the word... is smart enough and strong enough to go in and save Alice. Leon is the first thought that comes to mind, obviously.” *[10]

- Boris Kodjoe as Luther West

A former basketball player and survivor who joins Leon Kennedy’s team and reunites with

Alice in the process. He previously appeared in *Resident Evil: Afterlife* as the leader of a survivor group stationed in Los Angeles and is one of the few characters that did not originate from the video games. Kodjoe found out that he would return for the fifth film after he read the script for *Afterlife* and found out that his character survives.*[11]

- Oded Fehr as Carlos Olivera

A pair of clones of Carlos Olivera, a former Umbrella commando and love interest of Alice, who was killed in a sacrificial explosion in *Resident Evil: Extinction*. Carlos, who appeared in *Resident Evil: Apocalypse* and also *Resident Evil: Extinction*, was cloned after his death by Umbrella Corporation, creating a “Good Carlos” and a “Bad Carlos”. The “Good Carlos” is a suburban man with Alice as his wife and a daughter named Becky. The “Bad Carlos” is part of Jill’s commando group searching for Alice. Fehr says in an interview that “the interesting thing is, I come back as two different guys on this one. There’s a dynamic to the relationship with Milla’s character, and then there’s the other side. He’s working for the Umbrella again.” *[12]

- Kevin Durand as Barry Burton

A survivor and member of Leon Kennedy’s team who fights Umbrella alongside Alice. Slated as Leon’s “partner in crime” and close friend.

- Colin Salmon as James “One” Shade

A clone of James Shade, the leader of the Umbrella commando team who died in the original film. After his death, his DNA was cloned by Umbrella and is used against Alice.

- Megan Charpentier as The Red Queen

The supercomputer that monitored the Hive, the secret underground facility where the T-virus was developed. Since the Raccoon City outbreak, she has been reactivated, seized control of Umbrella, and is at war against humanity.

- Ave Merson-O’Brian as The Red Queen (voice)

Ave Merson-O’Brian dubbed Charpentier’s voice for the Red Queen as Charpentier’s voice was too feminine for the monotonous Red Queen.

- Mika Nakashima as J-Pop Girl

The patient zero of the T-virus in Japan. After seeing her performance in *Afterlife*, both Jovovich and director Paul W. S. Anderson praised Nakashima saying, “I want to work with Mika again.” Describing her fight sequence with Jovovich, Nakashima expressed, “It was a very valuable experience. A lot of things were new to me, so I had fun.” *[13] Parts of the scene she appeared in *Resident Evil: Afterlife* was used in this film and her scenes in this film is a continuation involving Alice.

9.6.3 Production

Development

After the release of *Resident Evil: Afterlife*, director Paul W. S. Anderson was in discussion with Screen Gems of filming a fifth and sixth film back to back. But Anderson later decided to just focus on *Resident Evil: Retribution*.*[3] Anderson returned as writer and director, Glen McPherson serves as director of photography, Kevin Phipps as production designer,*[4] and Nick Powell as both a fight choreographer and second-unit director.*[3]

Influences

When Ada and Alice encounter each other the first time they recreate a scene from *Resident Evil 4* in their brief fight.

An element from *Resident Evil 4*, a parasite called Las Plagas plays a part in the film and allows the undead to “run around, ride motorbikes, and shoot machine guns.” *[14] An action scene inspired by *Resident Evil 5* where the characters are driving a Hummer while being chased by zombies is featured, but for the film the Hummer was changed to a Rolls Royce Phantom.*[14]

Aside from the video games, writing for the film was heavily influenced by science-fiction films. “I think *Inception* had a huge impact on everyone,” says Bolt, “and I think *Westworld* is an important film to Paul. Everybody knows, because he talks about it enough, the *Alien* series, *Blade Runner*, all these things are inspirations.”

The metal bug on Jill Valentine's chest can be seen on *Resident Evil 5*.

Makeup effects supervisor Paul Jones stated that he wanted the makeup on the zombies to look realistic. He took inspiration from *Day of the Dead*.*[15]

The film's fight sequences were influenced by Asian cinema. “We watched a lot of Thai movies this time around because of the movies (Powell) has done,” says Anderson. “He did *The Last Samurai* as well. He has worked with a lot of Japanese stuntmen and he has worked with a lot

of Hong Kong stuntmen. But we felt the area that hadn't been mined by western cinema much was that whole kind of high impact Thai style of fighting. So we just watched a lot of action sequences from a lot of Thai movies. There were moves and just a general feel that we thought we could infuse the movie with. You know, that kind of bone crunch where you really feel the impact. We tried to bring that into the movie, which is also good for 3D because obviously 3D makes it harder to sell those kind of fake phony punches because you see the distance between the fist and the face. So that kind of Thai style of fighting where you actually make contact is a lot stronger.” *[16]

Casting



Jovovich with Paul W. S. Anderson at the 2012 WonderCon in promotion of Resident Evil: Retribution.

Returning from the previous film are: Milla Jovovich as Alice, Sienna Guillory (Jill Valentine) and Boris Kodjoe (Luther West).*[17]*[18] Shawn Roberts (Albert Wesker) makes a cameo appearance.*[19] Colin Salmon who played James “One” Shade and Michelle Rodriguez who played Rain Ocampo in the first film return.*[19]*[20] Oded Fehr who portrayed Carlos Olivera in the second and third film also returns.*[21] There will be two “versions” of Rain and Carlos; one being portrayed as “evil” and one as “good”.*[22]

The characters, Ada Wong (played by Li Bingbing), Leon S. Kennedy (Johann Urb)*[23] and Barry Burton (Kevin Durand) appear in the film.*[24] Ali Larter (Claire Redfield), Wentworth Miller (Chris Redfield) and Spencer Locke (K-Mart) do not return and they are presumed to have died in the attack on Arcadia or is currently held captive by Umbrella. Also, a new character portrayed by Aryana Engineer has been added to the franchise cast.*[24]

Filming

Principal photography started on October 10 and wrapped on December 23, 2011 for a 55 day shoot.*[4]*[14]*[25] Filming locations included Toronto at Cinespace's Kipling studio facility,*[4] Times Square in New York City, Tokyo, and Red Square

in Moscow.*[26] *Resident Evil: Retribution* is the second film in the series to be shot in 3D, the first being *Resident Evil: Afterlife*. It was also filmed in 4K resolution*[27] The Red Epic camera system was used, which producer Jeremy Bolt said is 50% smaller than the Sony F35 that was used for *Resident Evil: Afterlife*.*[28]

On October 11, a platform collapsed during the second day of filming and injured 16 people on the set. According to Toronto police, ten people were taken to the hospital for emergency treatment. Injuries included bruises and broken bones. Emergency workers had a difficult time determining which injuries were real since the people were dressed in zombie costumes with fake blood.*[29]

The streets of Red Square were cleared for a day and background filming was done in the Russian subway after it was cleared for five hours (although the subway station scene is actually the Lower Bay abandoned station of Toronto subway). Most of the streets were built into sets.*[22] The car chase scene was filmed in late November in Moscow.*[22]*[30]

Durand and Roberts wrapped filming in the first week of December and Li wrapped on December 14. A fight scene between Jill and Alice that involved over 200 moves began filming December 14 until the end of production.*[22]*[31]

Music

Further information: Discography of the Resident Evil film series

The music group Tomandandy, who performed the *Afterlife* score, returned to score *Resident Evil: Retribution*. Anderson explains that the score for this film will be a progression of *Afterlife*, stating that he “wants to kind of mesh their more electronic stuff with an orchestra this time. It still has that cool tomandandy feel, but it has a more epic scope to it.”*[3] The official soundtrack will be released on September 11, 2012 under Milan Records, which will include tomandandy’s score for the film, as well as the film’s end credits song “Hexes” produced by Bassnectar featuring Chino Moreno (of the Deftones) on vocals.*[32] Singer Mika Nakashima will sing the theme song for the Japanese version of the film.*[33]

Marketing

The first teaser trailer of the film was attached to *Underworld Awakening*, an installment from *Resident Evil*’s rival film series, and released in January 2012, featuring product placement promoting Sony products such as the Xperia phone, the PlayStation Vita and the Tablet S before transitioning into a post-apocalyptic Washington, D.C., with Alice standing on the roof of the White

House,*[34]*[35] in similar fashion to the promotion for previous installments, *Apocalypse* and *Extinction*.

A viral website, UmbrellaCorporation.net, supposedly informed about Umbrella, reported that it was on a recruitment tour all over the world searching for “great minds to help them advance”. On several occasions, a video of Alice (Milla Jovovich) appeared, telling the viewer not to trust Umbrella. At the same time, an actual mobile tour for the film was launched, travelling to Cancún, Barcelona, Poznań, Warsaw and Rome. Furthermore, a black, tinted SUV with the Umbrella Corporation symbol and name on its doors and license plate was seen in Atlanta in June.

A second trailer premiered online on June 14, following a live Q&A with Milla Jovovich in New York City and was attached to prints of *That’s My Boy*.*[36]

Milla Jovovich, Michelle Rodriguez, Oded Fehr, Boris Kodjoe, Mika Nakashima and Paul W. S. Anderson appeared at the 2012 San Diego Comic-Con Convention on Friday, July 13. A discussion for the film took place, and never-before-seen footage debuted.*[37]

On August 10, 2012, a group of 27 people dressed as zombies “invaded” the Shibuya shopping district and handed out leaflets to promote the film. The group marched across the crossing in front of the Shibuya Station and then moved on to Shibuya’s underground shopping area “Shibuchika” and to the “Shibuya Cine Palace”.*[38]

9.6.4 Release

Resident Evil: Retribution was released worldwide on September 14, 2012 in 3D, IMAX 3D, and 2D.*[5] The MPAA’s official rating for the film is R for “sequences of strong violence throughout”.*[39] It was not screened in advance for critics.*[40]

The film’s world premiere took place in Tokyo, Japan (where the film was retitled *Biohazard V: Retribution*) on September 3. Originally, a promotional stunt was planned that involved Jovovich pretending to come out with a gun and shoot “zombies” in the theater. In response to the Aurora shootings, Jovovich declined the stunt, commenting that “There’s absolutely no way I’m doing anything violent in a movie theater.”*[41] Jovovich, Anderson, and Nakashima appeared at the premiere for a red carpet event.

Li Bingbing did not appear at the premiere, raising speculation from reporters that her absence was a demonstration against the escalating dispute between China and Japan over the Senkaku Islands. Li’s agent Ji Xiang explained that Li had been informed of the premiere two months before but she was too busy in Beijing to attend at that time. However, Ji did not deny that politics were involved, saying: “We are in line with our government – the Diaoyu Islands belong to China. Bingbing will be

attending movie premieres held in other places across the world and she skipped the Tokyo leg only.” *[42]

The film was released on December 21, 2012 on DVD, Blu-ray and Ultraviolet Digital Copy. The United Kingdom release is set for January 28, 2013, also on DVD, Blu-ray and Ultraviolet Digital Copy. Pre-order for was available in November 2012 on Amazon.*[6]

9.6.5 Box office

United States and Canada

Resident Evil: Retribution opened at #1 in 3,012 theaters, beating out the 3-D re-release of *Finding Nemo*. During its opening weekend, the film grossed \$21,052,227 domestically (an average of \$6,989 for each theater), which makes the film the second lowest domestic opening weekend in the series, with the lowest being the original *Resident Evil* (\$17.7 million), though it sold the least tickets. The audience in the opening weekend was 64% male, and 55% were 25 years of age or older. Regular 3D showings accounted for 48% of ticket sales, while IMAX 3D contributed 14% and other large format showings contributed 4%.*[43] In its second weekend, the film dropped to fifth place behind newcomers *End of Watch*, *House at the End of the Street*, and *Trouble with the Curve* with \$6.7 million on the domestic charts. With a 68% decline from its previous weekend, this makes the worst domestic drop so far for a *Resident Evil* film.*[44] Its third weekend grossed \$2.9 million, making a lighter 55% decrease and putting it into the number eight spot.*[45]

International territories

Resident Evil: Retribution broke the series record for the highest worldwide opening with \$49.6 million, beating out *Afterlife*'s opening of over \$39 million. In its opening weekend, the film was strongest in Asia, where it had the best 2012 Hollywood debut so far in Japan (\$11.2 million), Taiwan (\$4.4 million) and Malaysia (\$2 million). Its premiere in South Korea (\$2 million) was underwhelming, where it underperformed to the local film *Masquerade* (\$7.3 million). Elsewhere, the movie did very good business in Russia (\$8.5 million) and Brazil (\$3.1 million), but was disappointing in Australia (\$1.5 million).*[46] The film retained the number one spot in its second weekend, grossing \$30.5 million for a new foreign total of \$103.8 million. Its top market was once again Japan, where it eased 27% to \$6.3 million. Its new debuts included Germany (\$3.6 million) and Mexico (\$3.5 million).*[47] In its third weekend, the film dropped to the number two spot behind *Looper*, making \$21.1 million. It had its premiere in France (\$2 million), Italy (\$1.4 million), and the United Kingdom (\$1.3 million).*[48] The film broke \$200 million in its fourth weekend, notably due to its opening in Spain (\$1.4 million).*[49]

Worldwide, the film grossed \$240 million, after the movie opened in China on 17 March. Although this does not match its predecessor's gross of \$296 million, it still ranks as the second highest grossing in the series, the highest grossing foreign film in Japan in 2012 (7th overall), and the highest grossing Canadian film of 2012, and second of all time (behind *Afterlife*).*[43]

9.6.6 Critical reception

Review aggregator Rotten Tomatoes gives the film a score of 31% based on reviews from 65 critics, with an average rating of 4.5 out of 10. The critical consensus on the site is “another predictable entry in the *Resident Evil* franchise that seems to get more cynical and lazy with each film”.*[50] On Metacritic, which assigns a weighted average score out of 100 to reviews from mainstream critics, the film received an average score of 39 based on 17 reviews.*[51] CinemaScore polls reported that the average grade moviegoers gave the film was a C-plus on an A-plus to F scale.*[52]

Jim Vejvoda at IGN gave the film a 6 out of 10, saying, “Even with all of its dopey dialogue, wooden characters and 'been there, done that' elements, *Resident Evil: Retribution* is pretty amazing as far as entries in this series go. It certainly feels more like a video game and has a bit more emotion to it than some of the past *Resident Evil* sequels, but if you don't like this series then there's not much here to make you suddenly warm up to it.”*[53] Clark Collis from Entertainment Weekly also gave the film a mostly positive review, stating that “writer-director W.S. Anderson's overseeing of the *Resident Evil* zombie franchise has proven to be both lunatically haphazard and dementedly enthusiastic.”*[54]

Top Ten Lists

Christoph Huber of *Die Presse* named *Resident Evil: Retribution* as the 100th best film of 2012,*[55] while *Slant Magazine*'s Jaime N. Christley named it the 6th best.*[56] *The Village Voice* listed the film as the one of the best films of 2012 from a vote of over 300 film critics.*[57]

Awards

[58][59]

9.6.7 Sequel

A sixth film was confirmed by Sony distribution's head, Rory Bruer.*[60] In an interview with *Forbes*, producer Samuel Hadida stated that a sixth and seventh installment were planned and a reboot of the series was possible.*[61] Sony officially scheduled the sixth movie for a September 12, 2014 premiere.*[62] Jovovich expressed her belief

that the sixth film would come out in 2015.*[63] Anderson revealed in an interview that he would start shooting the film in fall 2013.*[64]

In February 2014, Collider reported that, according to Paul W.S. Anderson, there were no immediate plans in motion for a sixth installment in the popular franchise, but that both Anderson and Screen Gems were eager to add at least one more entry to the series. He said they would “like to do another *Resident Evil* movie, but the wheels aren’t quite in motion yet.” *[65]*[66]*[67]*[68]*[69] The film will have Jovovich and Li reprising their roles as Alice and Ada and as with *Afterlife* and *Retribution*, the sixth will be in 3D.*[70]*[71] On June 16, 2014, Anderson told Collider that he was in the process of writing the final film, tentatively titled *Resident Evil: The Final Chapter* and stated that no dates had been set for the start of production or its release in theaters.*[72] On August 18, 2014 Jovovich announced on her Facebook page that she’s pregnant with a second child and production on the film will be delayed.*[73]

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9.6.9 External links

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- *Resident Evil: Retribution* at Rotten Tomatoes
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Chapter 10

Capcom films

10.1 Biohazard 4D-Executer

Biohazard 4D-Executer is a Japanese computer-animated 3D horror film based on the *Resident Evil* series of survival horror video games. It was created by Capcom in cooperation with Visual Science Laboratory, and distributed by Digital Amuse. *Biohazard 4D-Executer* was directed by Koichi Ohata, and written by Daisuke Okamoto, who was supervised by the game series developers. A limited release, the 20-minute film has been an attraction in Japanese theme parks since November 2000, and can be seen in movie theaters and smaller booths. The story centers on the mission of a military squad sent to the zombie-infested Raccoon City to locate the whereabouts of Dr. Cameron, a female scientist conducting research on a new type of virus.

10.1.1 Plot

The film is set in the Midwestern American Raccoon City, whose citizens have been transformed into zombies after becoming infected with the T-virus, a biological weapon secretly developed by the pharmaceutical company Umbrella. A military squad – consisting of leader Claus (Masaki Aizawa) and his men Roger (Hiroto Torihata), Ed (Hideto Ebihara), Robert (Tadasuke Omizu) and Norman (Yoshiyuki Kaneko) – is sent into the city by the company. Members of the Umbrella Biohazard Countermeasure Service, a group specialized in containing biohazard outbreaks caused by Umbrella,^{*[1]} their objective is to rescue Dr. Cameron (Yurika Hino), a female scientist researching a new virus.

The squad tracks a signal from her ID card, and is drawn to a warehouse, where Robert is killed during a surprise attack from an unidentified monster. The team blows the creature to pieces, but is unaware of its ability to transfer its mind to other life forms. The squad leaves to chase Dr. Cameron's now-moving signal to a manhole, and the monster follows them in the body of a crow. Norman and Roger accompany Claus into the sewers, while Ed stands guard on the street. Underground, the team finds Dr. Cameron's equipment, and is attacked by a dog. After shooting the dog, they see the doctor's ID card attached

to it. Roger, who is a higher-up within Umbrella, reveals to the others that the true purpose of their mission was not to rescue Dr. Cameron, but to collect her research data regarding a new virus capable of regenerating genes. She was infected with her creation, and mutated into the monster that the squad had fought at the warehouse.

While Claus, Norman and Roger return to the surface, Ed is killed by the crow, and transforms into a creature similar to the one in the warehouse. This new monster kills Norman, but Claus and Roger can barely escape in a humvee, using a machine gun attached to the vehicle to destroy it. As the two men drive out of the city, Claus asks about the virus. Roger explains how it fuses with genes, enabling Dr. Cameron to regenerate her body in other life forms, and thus making her nearly immortal. Roger then impales Claus with tentacles, pinning him to the seat. At this point, Roger is revealed to have two faces, the second one being Dr. Cameron's. The researcher explains that she was watching them in the body of the dog while they were in the warehouse, and that she realized that Umbrella was pursuing her research data. Dr. Cameron tells Claus that he and his team turned out to be perfect guinea pigs for the virus she had created, and that she will continue her experiments, trying to return herself to a human form. Using tentacles, she rips Claus' face apart.

10.1.2 Production and release

The concept for *Biohazard 4D-Executer* was originally conceived by anime director Yasuhiro Imagawa, who proposed his idea of the film to Capcom, the game company responsible for the *Resident Evil* series.^{*[2]} The project was announced to the public in late October 1999, under the tentative title *Biohazard 4D-Horror*.^{*[3]} In the early stages of development, Imagawa was responsible for the planning and the screenplay, and he collaborated on the film with director of photography Shinji Higuchi.^{*[2]} The final script was written by Daisuke Okamoto, under the supervision of Capcom's screenwriting subsidiary Flagship.^{*[4]} Former Capcom Production Studio 2 game designer and producer Keiji Inafune and Flagship co-founder Noboru Sugimura served as executive supervisors.^{*[5]}^{*[6]} Inafune referred to the story as a "gaiden" – or side-story – for fans of the *Resident Evil* series.^{*[5]}



Former Capcom game designer and producer Keiji Inafune supervised the development of Biohazard 4D-Executer.

The film marked director Koichi Ohata's first experience with computer-generated imagery (CGI), after his previous work on original video animations such as *MD Geist*, *Cybernetics Guardian* and *Genocyber*.^{*[7]} The CGI rendering was handled by the company Visual Science Laboratory, with the creature designs provided by 3D artist Gouta Nanami.^{*[6]*[8]} Due to the strong graphic violence depicted, shorter versions of the 20-minute film were created, from which certain scenes were cut.^{*[5]} *Biohazard 4D-Executer* is presented in 5.1 surround sound, and features music composed and orchestrated by Yoshihiro Ike.^{*[6]*[8]} The film was produced with a budget of 150 million yen (approx. US\$1.4 million in October 1999),^{*[3]} and saw a first screening at the Tokyo International Fantastic Film Festival on October 27, 2000.^{*[4]} A widespread release in Japanese theme park theaters followed in November 2000.^{*[4]*[9]} The film is shown in movie theaters for a large audience, and in single booths for a small number of viewers.^{*[10]} For a more immersive presentation of the attraction, distributor Digital Amuse designed special cylindrical seats named "gimmick chairs", which can shake viewers and blow air on their necks.^{*[5]*[8]*[9]}

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- [9] "Digital Amusement Show 2000 で『バイオハザード』のアトラクション制作発表会". *Famitsu.com* (in Japanese). Enterbrain, Inc. November 29, 2000. Archived from the original on April 13, 2005. Retrieved April 22, 2011.
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10.1.4 External links

- Official website (Japanese)
- *Biohazard 4D-Executer* at the Internet Movie Database

10.2 Resident Evil: Degeneration

Resident Evil: Degeneration, known in Japan as *Biohazard: Degeneration* (バイオハザード：ディジエネレーション *Baiohazādo: Dijenerēshon*), is the first full-length motion capture^{*[2]} CG animation feature in Capcom's *Resident Evil* franchise. The film was made by Capcom Studios in cooperation with Sony Pictures Animation and Sony Pictures Entertainment. *Degeneration* made its premiere in Japan on October 11, 2008 at the Tokyo Game Show,^{*[3]} and was released nationwide one week later on October 18.

Unlike the *Resident Evil* live-action film series, *Degeneration* is set within the same universe as the original video game series.^{*[4]} The main characters are **Leon S. Kennedy** and **Claire Redfield**, who appear together for the first time since the 1998 game *Resident Evil 2*.

10.2.1 Plot

Following the outbreak of the T-virus in Raccoon City and its subsequent destruction by nuclear bomb, the Umbrella Corporation goes under and is bought by WilPharma, a pharmaceutical company. WilPharma soon comes under fire after another T-virus outbreak occurs in India.

In 2005, the Harvardville Airport is under attack by a zombie infestation. Claire Redfield is now a member of TerraSave, an organization which handles search and rescue at chemical and biological attacks. Claire was on-site and coincidentally runs into U.S. Senator Ron Davis, who was trying to avoid protesters. Meanwhile, a passenger aircraft approaching the airport crashes due to a man infected with the T-virus, who caused an infestation on board. Unable to escape from the airport terminal, Claire, Rani and Davis, along with an airline stewardess, shut themselves in the VIP lounge and call for help. By nightfall, the airport has been locked down by the local Special Response Team and the United States Marine Corps, aiding evacuated survivors. Two officers Angela Miller and Greg Glenn, are joined by Leon S. Kennedy. Leon, Greg, and Miller manage to save the civilians, but Greg is infected during their infiltration, with the U.S. Marines clearing out the terminal.

Claire sees a convoy of trucks from the WilPharma Corporation arrive to administer the vaccines for the viral outbreak. Suddenly, the WilPharma trucks containing the vaccine are destroyed. Claire accompanies WilPharma chief researcher Frederic Downing to the WilPharma research facility for more vaccines. After a tour of the facility, Claire is shown a molecular-scale image of the G-virus. Downing, surprised by her anger, excuses himself and she is left alone in his office. Claire informs Leon about WilPharma's possession of the G-virus, and learns that he and Angela Miller have found the house of Curtis Miller, Angela's brother, burned down. Downing phones Claire to warn her that a man has just left the facility and that a time bomb has been activated. Claire catches a brief glimpse of Curtis Miller through a window, only for the bomb to detonate.

Leon and Angela arrive at WilPharma and split up. Leon regroups with Claire while Angela reunites with her brother. Curtis tells Angela that the government covered up some of the events in Raccoon City which kept his family from being saved. A squad of Marines storm the room. Curtis, having injected the G-virus, mutates and attacks the Marines. Leon saves Angela as the atrium garden begins to fall apart, with the wreckage crushing

Curtis. Believing him to be dead, the surviving Marines head up the elevator to safety, Curtis however gets out of the wreckage and mutates further, climbing up the building and destroying the elevator. The WilPharma computer system then sets the building on fire in an attempt to avoid the T- and G-Virus' spreading. Angela and Leon jump into a pool of water to avoid being incinerated. After having shot a glass partition to avoid drowning, the two find themselves in an underground area. Meanwhile, Claire makes it to the command center on the topmost floor, doing whatever she can to halt a biohazard alarm and open the building. However, the detection of Curtis in the underground center causes another alarm, in which sections of the building are ejected to fall deep underground.

As Leon and Angela search for an escape route, Curtis attacks them, seeing Leon as a threat and Angela as a mate. Curtis manages to briefly regain control, telling Angela to run before losing himself again. As the sections are being ejected, Leon and Angela climb up wreckage, only to hang from a broken catwalk. About to fall, Curtis grabs hold of Angela's leg but is shot in the head by Leon, and falls to his death. The impact of Curtis with the bottom of the pit causes an eruption of fire, from which Leon and Angela are saved when a bulkhead closes just below them. In the aftermath of the crisis, Claire accuses Senator Davis of being part of the cover up and the Harvardville Airport incident. Leon reveals that Davis did not know anything, and Claire realizes that Downing engineered the outbreaks in the airport and the airliner, as well as the destruction of the vaccine, the bombing of the research building and the bio-terrorism incidents by selling T-virus samples. Meanwhile, Downing talks to General Grandé, a client eager to buy the T-virus, now that news reports have revealed its potential, though he warns against using the G-virus. Waiting for a contact to sell WilPharma information to, Downing mistakes a car containing Leon and Claire for his contact. He is arrested by Angela.

The next day Leon and Claire meet with a despondent Angela. Leon reveals that Downing confessed to the entire plot, and also reveals Downing's former position as an Umbrella researcher who stole samples of both viruses and escaped prior to the Raccoon City incident and created his current identity. Downing used his alias to sell the viruses to a list of potential customers while researching the vaccine. Angela then realizes that Curtis was being manipulated by Downing, but Claire notes that even though this does not clear Curtis's name, he had the same motives to prevent another disaster like Raccoon City as she, Leon, and Angela do.

Leon, Claire, and Angela go their separate ways. Meanwhile, news gets out that Davis has resigned from office over allegations of insider stock trading with WilPharma stocks. A newspaper draped over Davis' face reads "Tri-cell Offers to Purchase WilPharma". Davis' hand falls from the desk revealing him to be dead, and on his com-

puter WilPharma files are being deleted, which when completed reveal a Tricell, Inc. insignia on his screen.

The film ends with Tricell employees in hazmat suits searching the underground ruins of the WilPharma research building, where they discover a fragment of Curtis's body infected with the G-virus, which they seal in a biohazard container.

10.2.2 Cast

- Paul Mercier as Leon S. Kennedy
- Alyson Court as Claire Redfield
- Laura Bailey as Angela Miller
- Roger Craig Smith as Curtis Miller
- Crispin Freeman as Frederic Downing
- Mary Elizabeth McGlynn as Rani's aunt
- Michelle Ruff as Rani Chawla
- Michael Sorich as Senator Ron Davis
- Steven Blum as Greg Glenn
- Salli Saffioti as Ingrid Hunnigan

The Japanese singer and lyricist Anna Tsuchiya sang the ending theme for the film, titled GUILTY.*[5]

10.2.3 Release

The film received a limited (2-week / 3-screen*[1]) theatrical release in Japan on October 17, 2008.*[6] It also had a limited theatrical release in the United States, opening on November 13 in New York and November 18 in Los Angeles.*[7] A sneak-peek trailer of the first eight minutes of the film was also shown in the North American Home Theater of PlayStation Home.

Resident Evil: Degeneration was released on UMD, DVD, and Blu-ray formats December 24, 2008 (on December 26 in Japan and December 27 in North America).*[8] It was later released in the European Union in January–February 2009.*[6] More than 1.6 million home video copies were shipped as of September 2010.*[1]

The special features include: the “Generation of Degeneration” featurette, character profiles, voice bloopers, a mock-up Leon interview, five trailers, two *Resident Evil 5* trailers and previews. In the “Generation of Degeneration” special feature, the filmmakers explain that this movie is in effect “*Resident Evil 4.5*”, i.e. showing what happens after *Resident Evil 4*.

10.2.4 Mobile game

Nokia and Capcom created a game loosely based on the film for the N-Gage mobile gaming service.*[9] This game was released on December 18, 2008,*[10] while the iPhone version was released on May 10, 2009.*[11] Despite being a main character in the film, Claire is not playable, with Leon being the sole protagonist and playable character in the game. The game takes place in the airport from the early scenes of the film and also contains enemies not seen in the actual film but seen in prior games, such as Cerberuses and the three Tyrants from *Resident Evil*, *Resident Evil 2*, and *Resident Evil Code: Veronica*.

10.2.5 Reception

The film received mixed critical reception. The *Wired News* blog GameLife gave the film 3/10*^[7] and the website UGO.com gave the film an overall score of a B.*^[12] It also held the score of 57% from user ratings at Rotten Tomatoes (19,476 votes).*^[13] Over 1.6 million DVD and Blu-ray units were sold worldwide.*^[14]

10.2.6 Sequel

On September 14, 2010, Capcom and Sony Pictures Entertainment announced a sequel to the movie titled *Resident Evil: Damnation*, released in 2012. The film stars Leon, with another mystery character and was theatrically released in 3D in Japan.*^[1]

10.2.7 See also

10.2.8 References

- [1] Press release
- [2] Resident Evil: Degeneration - Production Blog
- [3] Garnett Lee. “Resident Evil: Degeneration makes World Wide Premier”. 1up.
- [4] Press Release 2007 CAPCOM at the Wayback Machine (archived October 30, 2007)
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- [6] Resident Evil: Degeneration (2008) - Release dates
- [7] Review: Resident Evil: Degeneration’s Boring Puppet Show | GameLife | Wired.com
- [8] “Resident Evil: Degeneration DVD/Blu-ray Specs”. BloodyDisgusting.
- [9] “Nokia and Capcom resurrect classic franchise with Resident Evil Degeneration”. Nokia. Retrieved 2008-09-19.

- [10] "Resident Evil: Degeneration is here!". Nokia. Retrieved 2008-12-19.
- [11] Resident Evil: Degeneration iPhone Review - iPhone Review at IGN
- [12] Resident Evil: Degeneration Review - UGO
- [13] Biohazard: Degeneration (Resident Evil: Degeneration) Movie Reviews, Pictures - Rotten Tomatoes
- [14] "Resident Evil Damnation Hits Theaters in October". Andriasang. April 19, 2012. Retrieved April 20, 2012.

10.2.9 External links

- Official Sony Pictures *Resident Evil Degeneration* website
- Official Capcom *Biohazard Degeneration* (Japanese)
- *Resident Evil: Degeneration* at the Internet Movie Database
- *Resident Evil: Degeneration* (anime) at Anime News Network's encyclopedia

10.3 Resident Evil: Damnation

Resident Evil: Damnation, known as *Biohazard: Damnation* (バイオハザードダムネーション *Baiōhazādo: Damunēshon*) in Japan, is a 2012 Japanese feature-length computer-animated horror 3D film by Capcom and Sony Pictures Entertainment Japan, directed by Makoto Kamiya and produced by Hiroyuki Kobayashi.^{*[1]} It is a sequel to *Resident Evil: Degeneration*, and released on October 27, 2012 in Japan, premiering in Shinjuku, Tokyo.

The story of *Resident Evil: Damnation* revolves around biological weapons used in a European war zone,^{*[2]} and sees the return of Leon S. Kennedy as the protagonist.^{*[3]} The film was released as a digital download on Xbox Live, Zune and PlayStation Network on September 15, 2012,^{*[4]} just over a week before the Blu-ray/DVD editions on September 25.

10.3.1 Plot

Leon S. Kennedy sneaks into the Eastern Slav Republic (a fictional country that separated from the Soviet Union) to verify rumors that Bio-Organic Weapons (BOWs) are being used in the country's civil war, which the United States and Russia are preparing to intervene in. After his arrival, Ingrid Hunnigan, Leon's mission support, informs him the government has ordered an immediate retreat of all U.S. forces. Determined to stop the BOWs, Leon ignores the order.^{*[5]} Leon comes across his contact, "Scarecrow," who has been attacked and is near death. A Licker

finishes off Scarecrow as Leon is knocked out by an explosion; a shadowy figure orders the Licker not to kill Leon. Leon awakens, tied to a chair by rebel fighters J.D., Alexander 'Sasha' Kozachenko (Buddy), and the elderly Ivan Judanovich, who is the Ataman of the group.

Meanwhile, President Svetlana Belikova meets Ada Wong, who is posing as a BSAA agent. She reveals a way to control the BOWs is possible; if one infects themselves with the dominant strain of the virus, they create a master-slave relationship. Elsewhere, soldiers burst into the rebel hideout; Leon tries warning them of Ivan's infection, but Buddy shoots the soldiers. In the chaos, Leon escapes. Ivan tells Buddy to leave him, fearing his poor health will get them killed; Buddy reluctantly kills him. Elsewhere, Leon meets JD, only for both to be attacked by Plaga hosts. Leon suspects the rebels had Plaga, which escaped and infected most of the group. JD leads Leon to the church, where they regroup with the remaining rebels. Pretending to interrogate Leon, JD takes him outside, where he instead urges Leon to stop Buddy; the death of Buddy's fiancée and her students from a government bombing of a school caused his hatred.

Leon heads into the same parking lot where he was attacked by Lickers earlier. He meets Ada, who he thinks is responsible for the outbreak due to her sample-retrieval mission in *Resident Evil 4*. Ada denies it and confesses retrieving a sample is her primary objective in Eastern Slav. Ada leaves, warning the city will soon be bombed. Leon returns to the church to find Ganados attacked it. JD is the only survivor, but infected; Buddy arrives for some final words, letting Leon shoot JD. Leon asks Buddy to give up the Plagas. He refuses and escapes when military jets bomb the church, bringing the ceiling down.

Svetlana exposes Ada as a fraud, engaging her in hand-to-hand combat; evenly matched, Ada attempts escape. However, the room is sealed; it doubles as an elevator. Leon arrives shortly later, descending the empty shaft left by the elevator. Ada awakens to find herself tied up, but frees herself with a knife hidden in her high heels. She and Leon meet up at the main hive control. Svetlana and her army troops surround them. Ada releases a smoke bomb and escapes while Leon gets into a shootout with the soldiers, managing to kill several. Leon holds Svetlana hostage but she easily escapes. Buddy arrives, sending Lickers to attack the troops. Svetlana activates her own BOWs before escaping - two Tyrants- to wipe out all opposition, including the Lickers. Leon and Buddy team up and barely make it out of the palace basement.

Outside the palace, a third Tyrant appears. Leon and Buddy work together to bring it down by firing a tank gun to decapitate it. With the tank overturned after the fight, Leon and Buddy are forced out into a confrontation with the first two Tyrants, which have finally reached the surface. Leon grabs Buddy to flee while the Tyrants give chase. With no ammo left, Leon brandishes his combat knife to make a last stand, when USAF A-10 attack

planes appear and take out both Tyrants. Just as Svetlana prepares for her press conference, she is informed by her aide that they are under attack by both U.S. and Russian forces. Their bombardment and subsequent occupation eventually forces her to resign.

As Leon and Buddy watch, Buddy believes there is nothing left to live for and asks Leon to kill him before the Plaga takes control. Leon doesn't comply, telling him to carry on living, even without the use of limbs, to serve as the living memory of those who died. Leon then shoots Buddy's spine, severing the Plaga's control over him and confining Buddy to a wheelchair. Three days later, Leon speaks to Hunnigan about the mission while watching the news about the U.S. and Russia intervening in the civil war on TV. Elsewhere, Ada speaks to her employer about a Plaga sample she retrieved, but haggles and says that she has not quite decided whether or not to give it. The credits display cinematic scenes from *Resident Evil 6*.

10.3.2 Cast

Voice actors, and motion capture actors in parentheses, for the characters are listed below:^{*[6]}

- Matthew Mercer (Kevin Dorman) as Leon S. Kennedy
- Dave Wittenberg (David Earnest) as Buddy/Alexander 'Sasha' Kozachenko
- Wendee Lee (Melinda Lee) as Svetlana Belikova
- Val Tasso (Val Tasso) as JD
- Robin Sachs (Kirk Thornton) as Ataman/Ivan Ju-danovich
- Courtenay Taylor (Jolene Andersen) as Ada Wong
- Salli Saffioti (Jolene Andersen) as Ingrid Hunnigan
- David Earnest (Dave Earnest) as Secretary
- Patrick Seitz (Kirk Thornton) as Scarecrow
- Michael McConnochie as Tyrant

10.3.3 Release

Capcom and Sony Pictures released *Damnation* on DVD and Blu-ray on September 25, 2012. The *Damnation* disc includes bonus content.^{*[7]}

"Carry On" by Japanese-American Artist Anna Tsuchiya is played during the credits; it was released digitally only on October 27, 2012.

10.3.4 References

- [1] "Resident Evil: Damnation is Coming". *IGN.com*. IGN Entertainment, Inc. September 14, 2010. Retrieved November 15, 2010.
- [2] "バイオハザードダムネーション". Sony Pictures Entertainment (Japan) Inc. Retrieved November 15, 2010.
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- [5] "New Trailer and DVD / Blu-ray Specs: Resident Evil: Damnation | Horror Movie, DVD, & Book Reviews, News, Interviews at Dread Central". Dreadcentral.com. Retrieved 2012-08-03.
- [6] "キャスト | バイオハザードダムネーション". Bio-hazardcg2.com. 2013-01-30. Retrieved 2013-10-15.
- [7] Sliwinski, Alexander. "Resident Evil: Damnation infects DVD, Blu-ray this September". Joystiq.

10.3.5 External links

- Official website
- Official website (Japanese)
- *Resident Evil: Damnation* at the Internet Movie Database

Chapter 11

Music

11.1 Discography of the Resident Evil video game series

11.1.1 Biohazard Orchestra

Resident Evil Orchestra, known as *Biohazard Orchestra* in Japan, is a recording of a concert that was held in Japan featuring orchestral arrangements of music from *Resident Evil* (1996), *Resident Evil 2* (1998), and *Resident Evil 3: Nemesis* (1999) performed by the New Japan Philharmonic Orchestra. The music was composed by Masami Ueda, Shusaku Uchiyama, Syun Nishigaki, and Saori Maeda and is arranged by Kazunori Miyake.* [2]* [3]* [4]

11.1.2 Biohazard Original Soundtrack Remix

The *Biohazard Original Soundtrack Remix* was composed by Makoto Tomozawa, Akari Kaida, and Masami Ueda for the video game *Biohazard*, known as *Resident Evil* outside Japan. All compositions were rearranged by Makoto Tomozawa and mixed in QSound technology. Masami Ueda is the only member of the original composing team who continued on to score several more entries in the *Resident Evil* series.* [5]* [6]* [7]

11.1.3 Biohazard 2 Original Soundtrack

The *Biohazard 2 Original Soundtrack* was composed by Masami Ueda, Shusaku Uchiyama, and Syun Nishigaki for the video game *Biohazard 2*, known as *Resident Evil 2* outside Japan. It does not contain every track written for the game however. The remaining tracks were included in the subsequent release of the *Biohazard 2 Complete Track* album on August 21, 1998. Track 22, *The Underground Laboratory*, receives a new arrangement in the *Biohazard Outbreak Soundtrack* in the track *Into the Unknown*.

In the US the soundtrack was published later that year by *Viz Music*, and is identical in all respects to the original Japanese version apart from having the first track, 'The Beginning of Story', split into four separate tracks.* [8]

The European edition of the soundtrack, which was published by Pioneer LDCE, has exactly the same track listing as the Japanese version.

11.1.4 Biohazard 2 Complete Track

The *Biohazard 2 Complete Track* album was composed by Masami Ueda, Shusaku Uchiyama, and Syun Nishigaki for the video game *Biohazard 2*, known as *Resident Evil 2* outside Japan. It contains most of the tracks left out of the incomplete *Biohazard 2 Original Soundtrack* released earlier that year, as well as in-game sound effects on Disc Two.* [9]

11.1.5 Biohazard 3: Last Escape Original Soundtrack

The *Biohazard 3: Last Escape Original Soundtrack* was composed for the video game *Biohazard 3*, known as *Resident Evil 3: Nemesis* outside Japan.

The soundtrack was released as the *Resident Evil 3: Nemesis Original Soundtrack* in both Germany, where it was published by Modern Graphics Distribution,* [10] and the US, where it was published by Mars Colony,* [11] in 1999 and 2000 respectively. The US and European editions are identical in terms of track listing to the original Japanese edition, and only differ in terms of packaging and additional bonus items.* [12]

11.1.6 Biohazard Code: Veronica Complete Original Soundtrack

The *Biohazard Code: Veronica Complete Original Soundtrack* was composed by Takeshi Miura, Hijiri Anze and Sanae Kasahara, and was released on March 23, 2001, featuring music from the survival horror game *Resident Evil Code: Veronica* (known as *Biohazard Code: Veronica* in Japan). It contains not only the tracks from the *Biohazard Code: Veronica Original Soundtrack*, released the previous year, but also includes music added to the *Code: Veronica X* version, as well as a few bonus tracks.

The soundtrack was released on August 14, 2001 in the US as the *Resident Evil Code Veronica X Official Soundtrack* and was published by Tokyopop Soundtrax. The US version is much shorter than the original Japanese release at nearly half the length, and contains only one disc as opposed to the original's two.*[13]

11.1.7 Biohazard 4 Original Soundtrack

The *Biohazard 4 Original Soundtrack*, bearing the catalog number CPCA-10126~7, was released in Japan on December 22, 2005, for the retail price of ¥2,500. It contains 62 compositions from the game and the 48-page *Visual Booklet* with liner notes from composers Shusaku Uchiyama and Misao Senbongi.

11.1.8 Biohazard 5 Original Soundtrack

The *Biohazard 5 Original Soundtrack* was composed for the video game *Biohazard 5*, known as *Resident Evil 5* outside of Japan.

The soundtrack was released by Sumthing Else Music Works in the US as the *Resident Evil 5 Original Soundtrack* on May 26, 2009. Unlike some of the previous soundtracks in the series, the track listing in the US version is identical to the original Japanese release.*[15]

It is worth noting that the soundtrack does not contain the orchestral tracks produced for the game, instead featuring "Digital Versions" of the tracks, done with synthesizers. The Orchestral tracks were released on a separate disc entitled *Biohazard 5 Selection Track* with the Xbox 360 version of the game in Japan, and were performed by the Hollywood Studio Symphony. Vocals on 'Pray -Theme Song-' were performed by Oulimata Niang.*[16]

11.1.9 Biohazard Outbreak Original Soundtrack

The *Resident Evil Outbreak Original Soundtrack* features music composed by Japanese Academy Award-winning composer Akihiko Matsumoto. It should also be noted that at least one song from the *Resident Evil 2* Soundtrack by Masami Ueda, Shusaku Uchiyama, and Shun Nishigaki received a new arrangement for this release.

Unlike Resident Evil soundtracks before and after it, the Resident Evil Outbreak soundtrack features several noticeably recurring themes.

Track listing

1. "Biohazard Outbreak Main Title Theme (Opening)"
2. "Character Select (Character Select)"

3. "Happy Hour Jam Session (J's Bar)"
4. "The Plague Cometh" (Outbreak Scenario)
5. "Split Seconds (Countdown)"
6. "Boom! You're Dead! (Explosion!)"
7. "Distant Future (Outbreak Scenario Ending)"
8. "Into the Unknown (Below Freezing Point Scenario)"
9. "Freezer Burn (Countdown)"
10. "One Big Mutha (G Mutant Battle)"
11. "The Unpleasant Train (Below Freezing Point Scenario Ending)"
12. "No Rest for the Wicked (The Hive Scenario)"
13. "Here, There, Everywhere (Leech Man Entry)"
14. "Despair (Giant Leech Battle)"
15. "The Waterway of Darkness (The Hive Scenario Ending)"
16. "Result Screen (Scenario Result)"
17. "The Fire Within (Hellfire Scenario Prologue)"
18. "Hell on Earth (Hellfire Scenario Final Section)"
19. "Laying it on the Line (Suspended Battle)"
20. "Of Wisoms, Truths, and Tyrants (Decisions, Decisions Scenario)"
21. "The Torment of Time (Escape)"
22. "Thanatos is Born (Thanatos Battle)"
23. "Thanatos Revisited (Thanatos R Battle)"
24. "3rd Time's the Charm (Resurrected Thanatos R Battle)"
25. "'Biohazard Outbreak' Reprise (Decisions, Decisions Ending Ver. 1)"
26. "The Extermination (Decisions, Decisions Ending Ver. 2)"
27. "The Resident Evil Outbreak~Staff Roll (Staff Roll)"
28. "The Big Picture (Game Result)"
29. "Umbrella (Epilogue)"
30. "So Many Options (Game Option)"
31. "Gallery Screen (Gallery)"

Notes

- Track 8 *Into the Unknown* is an arrangement of *The Underground Laboratory* from the Biohazard 2 Soundtrack composed by Masami Ueda, Shusaku Uchiyama, and Shun Nishigaki.
- Tracks 1, 7, 11, 15, 25~27, and 29 were composed by Akihiko Matsumoto
- Tracks 2, 3, 16, 21, 24, 28, and 30 were composed by Tetsuya Shibata
- Tracks 4, 5, 9, 12, 13, 17, 24, and 31 were composed by Etsuko Yoneda
- Tracks 6, 8, and 10 were composed by Mitsuhiro Takano
- Tracks 14, 18, 22, and 23 were composed by Kento Hasegawa
- Tracks 19 and 20 were composed by Masato Koda

Alternative versions

The Unreleased Biohazard Outbreak File 2 Original Soundtrack features an arrangement of *The Front Hall* from the Biohazard 2 Original Soundtrack composed by Masami Ueda, Shusaku Uchiyama, and Shun Nishigaki.

One of the songs in the track list was remodeled for the ending of the Wild things scenario and another, longer remake was the song in file #2's ending credits.

11.1.10 Biohazard: The Umbrella Chronicles Original Soundtrack

The *Biohazard: The Umbrella Chronicles Original Soundtrack* was composed by Masafumi Takada and Jun Fukuda from Grasshopper Manufacture featuring Ada Wong on the cover.*[17]*[18] The album was released in Japan on December 19. It was published by Suleputer and was distributed by Sony Music Distribution for ¥3150. The soundtrack includes a full-colour booklet. Initially produced items are limited editions with special sleeve cases.

11.1.11 Biohazard: The Darkside Chronicles Original Soundtrack

The *Biohazard: The Darkside Chronicles Original Soundtrack* was arranged by Yoshihisa Hirano, Shusaku Uchiyama and Takeshi Miura, the latter two being responsible for the game's original compositions. Soundtrack reprises from Resident Evil 2 were handled by Masami Ueda, Uchiyama and Syun Nishigaki, whilst reprises from Resident Evil Code: Veronica were done by Miura, Hijiri Anze and Sanae Kasahara.*[19]*[20] The album was released in Japan on January 27 and published by Suleputer.

In addition to the Original Soundtrack, a promotional soundtrack, *Biohazard: The Darkside Chronicles Darkside Symphony*, containing the original orchestral versions of several of the tracks found on the Original Soundtrack, was included with limited edition versions of the game* [21] and features Claire Redfield on the cover.

11.1.12 Biohazard: Symphony Op. 91: Crime and Punishment

Biohazard Symphony Op. 91 is a soundtrack for the Resident Evil series. The soundtrack covers music from Resident Evil: Director's Cut —Dual Shock Version.

Track listing

Disk 1

All music composed by Mamoru Samuraguchi.

Disk 2

1. Start ~ Cursor
2. Door
3. Footstep
4. Enemy
5. Weapon
6. Room
7. Character's Voice 1
8. Character's Voice 2
9. Character's Voice 3

11.1.13 Biohazard Sound Chronicle

The *Biohazard Sound Chronicle: Best Track Box* (2005), is a limited edition release of music from the **Biohazard** game series, known as **Resident Evil** outside Japan. It includes music from Resident Evil Zero (2002), Resident Evil (2002), Resident Evil 2 (1998), Resident Evil 3: Nemesis (1999), Resident Evil Code: Veronica (2000), and Resident Evil 4 (2005). The six-CD set includes some previously unreleased music but also lacks some tracks that are included in individual releases.

As the first three discs are, apart from their shorter track listings, essentially the same as the original soundtracks for each game (with the exception of Disc One - Biohazard 2, which contains tracks from both the *Biohazard 2 Original Soundtrack* and the *Biohazard 2 Complete Soundtrack*), please see their respective above entries for composers and other information. Disc Four

contains music from the Nintendo GameCube remake of the original Resident Evil, and was composed by Shusaku Uchiyama, Misao Senbongi and Makoto Tomozawa.* [22] Disc Five contains music from Resident Evil 0, and was composed by Ichiro Kohmoto, Riyou Kinugasa, Ryoue Takagi, Shingo Kataoka, Ayumu Murai, Takashi Honda and Seiko Kobuchi.* [23] Disc Six contains music from Resident Evil 4 and, like the first three discs, is identical to the original soundtrack in all respects besides its much shorter track listing. Both Resident Evil 0 and the Gamecube remake of Resident Evil did not receive official stand-alone soundtracks.

11.1.14 References

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- [2] “Resident Evil: Orchestra Album [Soundtrack]”. amazon.com. Retrieved 28 March 2010.
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- [5] “Biohazard Sound Track Remix” . Chudah's Corner. Retrieved 28 March 2010.
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11.1.15 External links

Biohazard 2 Original Soundtrack

- *Biohazard 2* at MusicBrainz (list of releases)
- Chudah's Corner CPCA-1001
- Game Music

Biohazard 2 Complete Track

- *Biohazard 2 Complete Track* at MusicBrainz (list of releases)
- Chudah's Corner CPCA-1011

Biohazard 3 Original Soundtrack

- *Biohazard 3: Last Escape* at MusicBrainz (list of releases)
- Chudah's Corner CPCA-1032~3
- Game Music Online

Biohazard Code Veronica Complete Original Soundtrack

- <http://www.squareenixmusic.com/albums/b/biohazardveronicax.shtml>
- http://www.crimson-ceremony.net/lostreleases/re-ost-vid/ost_recvc_cPCA-1052-3.html

Biohazard The Umbrella Chronicles Original Soundtrack

- <http://www.squareenixmusic.com/albums/biohazardchronicles.shtml>

Biohazard Outbreak Original Soundtrack

- *Biohazard Outbreak* at MusicBrainz (list of releases)
- Chudah's Corner KICA-1324

Biohazard Sound Chronicle

- *Biohazard Sound Chronicle Best Track Box* at MusicBrainz (list of releases)

11.2 Discography of the Resident Evil film series

11.2.1 Resident Evil: Music from and Inspired by the Original Motion Picture

Resident Evil: Music from and Inspired by the Original Motion Picture is the soundtrack album to the 2002 horror film *Resident Evil*.

11.2.2 Resident Evil: Apocalypse

Resident Evil: Apocalypse soundtrack features music from and inspired by the popular horror film.

- The song “Not Listening” by Papa Roach was included in the trailer but never in the soundtrack.

11.2.3 Resident Evil: Apocalypse (Score)

Resident Evil: Apocalypse —Original Motion Picture Score features score cues composed by Jeff Danna for the film and performed by the London Philharmonia Orchestra. It has an emphasis on orchestral sound in sharp contrast to the electronic sound utilized by Marco Beltrami and Marilyn Manson in the original *Resident Evil* film score. This additional release is differentiated by the words “Music Composed by Jeff Danna” on the lower right front of the cover art.

All music composed by Jeff Danna.

11.2.4 Resident Evil: Extinction

The Original Motion Picture Soundtrack's myspace page for the film opened on the August 14. The album was released on the September 18. A special edition featuring 3

bonus tracks was released internationally on the October 15, 2007 through Bodog Records. The score was composed by Charlie Clouser.

The track listing is as follows:^{*[5]}

- On August 1, 2007 Rock band Emigrate announced and premiered their video “My World” which is, “one of the lead tracks of the *Resident Evil: Extinction* soundtrack” according to their website. The video can be viewed here .
- It has also been confirmed that J-Pop singer, Koda Kumi, will be singing a duet with the Korean boy band TVXQ called “Last Angel” for the Japanese release of the movie.
- TV Spots for the DVD release of the movie featured the song “I Know It’s You” by The Crystal Method. The song features singing by Milla Jovovich, the lead role in the series. However, the song was produced and released before the second movie in the series was out in theaters.
- The song “In-A-Gadda-Da-Vida” by Iron Butterfly is in the movie and mentioned in the movie credits although is not in the track list.

11.2.5 Resident Evil: Extinction (Score)

Resident Evil: Extinction – Score, Charlie Clouser's score for the movie was released on December 18, 2007 under the Lakeshore Records label. The release featured the following 34 tracks:

11.2.6 Resident Evil: Afterlife

Resident Evil: Afterlife is the fourth score released for the film franchise, composed by the transmedia group tomandandy. The score was released via iTunes September 13, 2010 and on a physical disc September 27, 2010.^{*[7]}

- The “Deluxe Digital Edition” was released later on December 14th, 2010, featuring 5 extra tracks ^{*[8]} and a recoloured cover, with a different promotional artwork of Mila Jovovich in some regions ^{*[9]}
- The Renholdér Apocalypse Mix of A Perfect Circle's "The Outsider" is featured in both theatrical trailers and TV Spots for the film and is featured during the confrontation with Albert Wesker and the ending of the film, however, it is not featured on *Afterlife*'s soundtrack, but is recycled from *Apocalypse*'s.
- “Zombie” by the electronic/rock band The Trucks is featured in an UGO.com-exclusive TV Spot for the film.^{*[10]}

11.2.7 References

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Chapter 12

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12.1 Text

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Harmonik, TransUtopian, Hirak 99, Keppa, Druff, Chopper Dave, Arthur Rubin, Chanheigorge, Th1rt3en, Toddgee, JoanneB, Arc-Fatalis, CWenger, Fram, Kevin, ArielGold, Tsiaojian lee, DisambigBot, ViperSnake151, Kungfuadam, Zelosaurion, CrushNush, Kf4bdy, Tphi, Hide&Reason, DT29, SmackBot, GoldenXuniversity, KnowledgeOfSelf, Illusion Bomb, McGeddon, Ominae, Vald, Jagged 85, Alzrius, Wolf O'Donnell, Lengis, Kintetsubuffalo, Geoff B, Godfoster, Commander Keane bot, Yamaguchi 先生, Gilliam, Portillo, Doktor Wilhelm, Englishrose, Richfife, Wieners, Persian Poet Gal, SonOfNothing, Fplay, OrangeDog, SchiffyThree, XINVADER, Michael Baptista, The Moose, Onkelschark, DivineShadow218, AKKjuuji, Darth Panda, Hotwiki, George Ho, Gruntyking117, Can't sleep, clown will eat me, MisterHand, Onorem, Cabanaguy, Bisected8, Rrburke, Addshore, Amazins490, Reycount, Dharmabum420, KnowBuddy, Fuhghettaboutit, Шизомби, HannuMakinen, Mr Minchin, Dreadstar, Derek R Bullamore, GaiusTimiusAwesomus, Jitterro, Marcus Brute, Wilt, Ohconfucius, CIS, Ravimakkar, HighwayCello, Krashlandon, Swatjester, Felisbino, Delf, Teodortenchev, Coredesat, WPetty, Sctoaux, 041744, Matty-chan, Chrisch, MarkSutton, Caliber, Slakr, Grandpafootsoldier, Zeldamaster3, Childzy, Lord Moe, Waggers, David, Doczilla, TastyPoutine, Atirage, Ryulong, Kurtle, TPIRFanSteve, Texas Dervish, Cherry, Sonic Shadow, BloodRed, TJ Spyke, Ra1d3n, SimonD, Swotboy2000, A Obeidat, JoeBot, BlackMageJ, REExpert44, Sabrewing, Josusman, Schizogony, Painjoiker, Thai420, Tawkerbot2, Dlohcierekim, Flubeca, ChrisCork, JasonNixon, Ipu42, SkyWalker, Ari Rockefeller, Combatmaster, The Prince of Darkness, CmdrObot, RpgCyco, KyraVixen, StarScream1007, THINMAN, Mika1h, Matthew Auger, THF, Dgw, Mitchell-16, Smoove Z, Singerboi22, Null Ni-hils, Resident3vil, StephanieChan, Funnyfarmofdoom, Cydebot, OneWingedAngel20, Maggosh, Cambrant, Maxdkandalf86, Gogo Dodo, Agne27, TomMan, Dancter, Tawkerbot4, Blackngold29, The Scourge, Ike-bana, RVDDP2501, Superbeatles, Dizagaox, Piepiepie1, Satori Son, Nadirali, Cashew23, Poorleno, Epbr123, Barticus88, Interested2, Double Blade, Tmdean, Iowaseven, Headbomb, Marek69, Dario86, OrenBochman, Cooljuno411, NotoriousNick500, AntiVandalBot, Konman72, Seaphoto, Prolog, Efyo, TTN, AlexOvShaolin, Darklilac, Jhsounds, L0b0t, MRProgrammer, White Devil, Myanw, Gökhan, Karone, DCincarnate, Mad Pierrot, JAnDbot, TigerK 69, Gcm, MER-C, Gtorell, Power Slave, Methosruby, Penubag, Zeldafanjl, VoABot II, Applepeeler, Wikidudeman, Hasek is the best, JNW, Yandman, The Iron Invader, Aawood, Kernal, I JethroBT, Rmmiller69, 28421u2232nfencenc, \$yD!, Dell9300, Wildodeelf, DerHexer, JaGa, Wd-flake, DWMD w, Tyrant 004, Christiem, Geeness, Neo Geo, Krabath, MartinBot, Lightwind, Edgemaster9790, ARC Gritt, R'n'B, CommonsDelinker, Brothejr, Ehmc, PrestonH, Smokizzy, FMAFan1990, J.delanoy, Trusilver, Lg16spears, AAA!, Kthelmir, Mike.lifeguard, KrytenKoro, A Nobody, WarthogDemon, Tomgibbons, Moneyman777, Bradgnoyes, Viewtifulgary, Lorde dunadan, Dispenser, Marcsin, Gman124, Thomas Larsen, Joe8609, ZamCo, DarthYotho, Martyx, Oblivion Star, AntiSpamBot, Hirschgrad06, Tubeyes, SJP, SuperSon-icTH, Atama, OsirisV, Crazycaddy, Homazu, Biohazard50cal, Doctor Eggman, JavierMC, KASanderson, Useight, Mr Wesker, Halmstad, CardinalDan, GreenHerb, Mizunoryu, SPyceycakes, Davey1986, MadNeko, Mudwater, The Wild Falcon, The Duke of Waltham, Jeff G., HeroOfVirtue, Nburden, AkiraY616, Bovineboy2008, BlazeTheMovieFan, NickKicken, Teddey, Solid Tony, Drasilisk, Magahitoa, WatchAndObserve, Muggsy1079, BWMSDogs, Vipinhari, Nico4, Josh2212, Magnus, Qxz, Destroyer Of Time, Felixisthebest, Mack-

Salmon, Corvus cornix, Leafyplant, AtaruMoroboshi, BotKung, Maxim, Bishop2, Goldkills, Brinstarbrew, Darryl Revok, Enviroboy, GTAfanSam, Sesshomaru, Victory93, Booher6194, Darxus, Ferox117, Elcalen, John Lacroix, Austriacus, Mmundo, Unused000702, In-nonexess, TJRC, LarsHolmberg, Oldag07, GaussTek, Goku1st, Therightclique, Connell66, Caltas, Yuefairchild, Rami48073, Mistragelza, Therealbillgates, Glimmer world99, Vanished user 82345ijgeke4tg, Norgor, Redmond Barry, Radon210, Caith, L0100010, Oxymoron83, Faradayplank, Kurabal, Bagatelle, Jericho1337, Mat wang, PbBot, GuitarsLastHope, Sacmow, Gunmetal Angel, Macy, NumanHameed, DragonZero, JohnnyMrNinja, Blake, Evman789, Willy, your mate, Tegrenath, Enhanced Hunter, StephenN17, Therealspiffyone, Sod-factor, Bobit13, Speaker180, Sestinatim, Martarius, Beeblebrox, De728631, ClueBot, Rezie, Assassin9512, Parvabato59, BaldEagle-God2, Delmothop, Kong123, The Thing That Should Not Be, TinyMark, SirBlockalot, EoGuy, The Stealth Ranger, Podzemnik, 45g, Mx3, Patrickromsim, ReynoldsWrap, Alecsdaniel, Rocknoise, SuperHamster, HUB, Tintor2, Blanchardb, Gtmcluney, Simownu, Someone another, Super Shy Guy Bros., Extinguisher, Nickie 25, FaithLehaneTheVampireSlayer, NuclearWarfare, Crimsonlung, Arjayay, Ngebendi, Ember of Light, Arimis, Randomran, HeaveTheClay, Alpha92613, Jfioewafjdls453, Steven bodner, Thingg, Dylan Aniston, Aitias, Rainbow87, Jackkrauser09, Versus22, Cokeandpoprocks, Gray Spot, DumZiBoT, Usernamemehr, Yunalana Starphyer, Jonomgf, Dracoster, Tristen778, XLinkBot, Fastily, Gonzoноir, Darkloveforever 101, Swishbunker, Duncan, PureEvilBoomShadow, Ost316, DAud Icl, Mifter, Fly1993, 14 kinga, DaRkFaLz45128, Jakezing, Dude527, Thatguyflint, Cameronlofgren, Thebestofall007, Jackal 626, Addbot, Netje44, Amernee, Annihalith, Binary TSO, CL, The Editor 155, Megata Sanshiro, CJPWNSALL, Ronjhones, Darkness2005, Fluffernutter, Jackolantern1123, TALOS-hunter, Ps2god, Crayon2000, Protonk, Glane23, Nickin, Glass Sword, SoloWing3844, Metal Sonic PL, Debresser, Blazetur555, Jasper Deng, St0yl3s, DARKWORLD, Slavedealer, Terrillja, Tide rolls, Byakuya Truelight, Smeagol 17, PaPiRi-CoSuAvE, Al3xil, TVippy, Teles, NeoBatfreak, MuZemike, 123dylan456, Bananus, BloodRedFox, Darrisbob1, Hadibe, Yobot, OgdenX, Ptbotgourou, TaBOT-zerem, Ninjalemming, Mauler90, MRflintston92, THEN WHO WAS PHONE?, Mr T (Based), KamikazeBot, Az-colvin429, Attacku, AnomieBOT, 1exec1, KiasuKiasiMan, Jim1138, Hiro64, Christiangamer7, NrwMan, Stepusal, Materialscientist, Roxas13066, Alberiodgrheart, Citation bot, ArthurBot, LilHelpa, Xqbot, DylanWirta, Encrypto123, Capricorn42, Styx630, Komouri, SolanSarr, Jeffrey Mall, 1wolfblake, Jsharpminor, Luke Vandelanotte, Jamalfreeman, Lawlmeup, Pjau26, Prem555, Lilcraigyboy, Carnaf, There are no names left, RibotBOT, Jamiee24, XMORPHEUSX, Shadowjams, Skiddp, Stevenchap, SD5, Djones4899, Dougofborg, Mohamed El-Deeb, Danhell66, Nixón, Mozy92, TytylerX21, Luppi11, Wikipe-tan, Cykllops, AMHSINTERN2, Joshyjuice, Jacobr1020, Zombiespokebadgers, DarkForceRising, AngryPyros, Kale Weathers, Shotfirst, Kwiki, ProtoDrake, Citation bot 1, Speedy-Jake, Nathan201182, Shineitsu, Jonesey95, Hamtechperson, RedBot, Smijes08, Σ, Highlanderbf, Editoruk, Dparks28, U.A.A., Deadpool1992, Trunks8719, DixonDBot, Agent4776, MikeAllen, Lotje, UrukHaiLoR, Vrenator, MrX, Kratos2008, Venomviper, Ghost417, Mass09, Anonymous Amber, Isiahmurphy, Keegsce, The Utahraptor, RjwilmsiBot, РoccСилибус, Mario9999999999, Slon02, Amishman78, Nyxaus, White Warrior BSAA, EmausBot, Kperfekt, Sweetjamez, Navaliron :D, Niwi3, Hula Hup, Realplayer10, Arietgx, Going-Batty, Qwertyuioplkjhgfdsa1995, Saicotc, Slightsmile, Shaunthered, Serijvip, Person1178, Uberpro810, Wayne Slam, AlbertWesker1960, Fendry, Ocean Shores, Quantumor, Evil Rage42, Kranix, Tomboytastic, Nnjred161, Tainosan, Smartie2thaMaxXx, Peter Karlsen, EdoBot, TheDeviantPro, Zedoj, Djmikemartini, Blillard21, DASHBotAV, ClueBot NG, Gareth Griffith-Jones, MrWii000, CocuBot, Jenova20, Mattsnow81, Snotbot, Cntras, ScottSteiner, Rocket1377, BigAl2k6, Bernie W. Pope, Aresryu, Helpful Pixie Bot, ICEYOU88, Letuswinthemoney, Mymathew123456789, ViFeX, Krenair, Solton, Eliskuya2, Draco9904, Ashliveslove, Player017, IAmAmazing93, Nars99, MandandtheCity, Mfanforever, Robertz93, D3m0n9318, Plaidshirt23, KPay8675, Manuelarg654, At09kg, Shaun, Basicallyleveled, GConti2012, Norgizfox5041, SNAAAAKE!!, Andyperez, Vodkasosa, Lv-426, Dizzzer, Favy10, AngelaVidal, KahnJohn27, TrollingCraft, GizmothedoughN, Sanvalentine23, Landroid17, RicoMartin, FabioC, PeterMan844, Zanshin84, Charliewells95, Jeromecamero, Lucastinglberi, Cue The Corruption, MississippiSouth, Landingdude13, Alfad1ver, M.Jormungand, Tomdawson42, Vacilao, 1989, Craftdraw, Chaoders and Anonymous: 1780

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- **Nemesis (Resident Evil)** *Source:* [http://en.wikipedia.org/wiki/Nemesis%20\(Resident%20Evil\)?oldid=636664160](http://en.wikipedia.org/wiki/Nemesis%20(Resident%20Evil)?oldid=636664160) *Contributors:* Axel-Boldt, Emperor, Darkwind, K1Bond007, Cordell, GreatWhiteNortherner, David Gerard, Michael Devore, Kusunose, Rich Farmbrough, Cmdrjameson, Apostrophe, Gary, Fritz Saalfeld, RPH, Admiral Valdemar, Tsuba, New Age Retro Hippie, Kelly Martin, D14BL0, BD2412, Teflon Don, L-Zwei, Rjwilmsi, Koavf, FlaBot, Ynos, Gurch, Jonny2x4, Igordebraga, Quentin X, Randall Brackett, NawlinWiki, P0mega, D-Katana, Zythe, Empty2005, Grandchaos1, John Pannozzi, Th1rt3en, Dark Tichondrias, Wikiwawawa, Fram, Nekura, AnY-oNe!, KnightRider, SmackBot, Geoff B, Master Deusoma, Doktor Wilhelm, Bluebot, Colonies Chris, TotalTommyTerror, Tkullivan, Messatsu, G.Freeman, Jodamn, Cyberlink420, Ryulong, Dabdab, Cat's Tuxedo, Miguel RC, Shannernanner, Audiosurf, Daedalus969, Eykay, FleetCommand, CmdrObot, StarScream1007, ShelfSkewed, Tim1988, Heatsketch, Cydebot, Treybien, Maxdkandalf86, Chuto, Guyinblack25, Mitsumasa, Jurgeti, RobotEater, Mojo Hand, Noclevername, Frostmourne 16, Darkwarriorblade, RobotG, Richard Warner, Asbad, Xuchilbara, Kung Fu Man, DCincarnate, TigerK 69, Txomin, DcVandalizer, Not a dog, MetsBot, Gimboid, Grayfoxtrot, Faizu555, Gwern, Eliz81, Vulian, Prhartcom, Williamblanco, Jeff G., ExtraDry, Xxxdeadlinexxx, Unused000702, SieBot, Jack Merridew, The Clawed One, Earisu, Realist2, Robert Burnett, Daniel Burnett, Falicore, 45g, TheOldJacobite, Zyid, Bokan, DarthVado210, Erebus Morgaine, Zombie007, Space1115, FiercedeitylinkX, Randomran, Tezero, DumZiBoT, XLinkBot, Bryanoftoons, Addbot, Zombiedorka, Ngogda, Luckas-bot, TaBOT-zerem, Amirobot, GamerPro64, Mr T (Based), AnomieBOT, Nintendoman01, Citation bot, LiiHelpa, JoeLoeb, FrescoBot, FriscoKnight, HRoestBot, Smijes08, The Stick Man, EmausBot, Hula Hup, EleferenBot, Vladwin, Ncboy2010, Bonkeyebob, Wani, Notleroyjenkins87, ClueBot NG, Chitt66, Helpful Pixie Bot, Calabe1992, Gabriel Yuji, Baron Loki, Hansen Sebastian, Khazar2, SNAAAAKE!!, Dumbdays123, Monkbot and Anonymous: 247
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- **Sherry Birkin** Source: http://en.wikipedia.org/wiki/List_of_Resident_Evil_characters?oldid=641712968 Contributors: Atlan, CesarB, Docu, Ghewgill, Frances2000, Altenmann, Lowellian, Chris5369, Jfdwolff, Beardo, Mboverload, OverlordQ, DragonflySixtyseven, Damieng, Discospinster, Rich Farmbrough, Bender235, ESkog, Spearhead, Bobo192, NetBot, Feitclub, Cmdrjameson, Joylock, VBGF-scJUn3, Helel, Alansohn, Bart133, Wtmitchell, Godheval, Alai, New Age Retro Hippie, Kelly Martin, Woohookitty, Camw, AnmaFinotera, Combination, Mandarax, Jack Cox, BD2412, Teflon Don, Josh Parris, Rjwilmsi, Nightscream, Koavf, Tarc, Ian Pitchford, Papacha, RexNL, Gurch, Mitsukai, Redwolf24, Jonny2x4, Hibana, King of Hearts, Gdrbot, Bgwhite, Mordamir, Wavelength, ~Viper~, Petiatil, Kurt Leyman, Kooshmeister, RadioFan2 (usurped), Gaius Cornelius, Rhindle The Red, KiyoSuki, NawlinWiki, ENeville, Pagrashtak, ONEder Boy, Joe 042293, Empty2005, N. Harmonik, Crisco 1492, Grandchaos1, Deville, Closedmouth, Chanheigeorge, Josh3580, Th1rt3en, Fram, Dstorres, CrushNush, PRehse, Bibliomaniac15, Crystallina, SmackBot, Ominae, Ariedartin, Hitokun, Eskimbot, Exukvera, Geoff B, Master Deusoma, Moralis, Gilliam, SteveO, Schmiteye, Chris the speller, Miquonranger03, The Moose, Colonies Chris, Zidane4028, Crboyer, L-e-W, Dreadstar, The54effect, CardinalFangZERO, Swatjester, Scarfy, Jinnai, TheCat'sMeow, Cyberlink420, Green Magicite, Galactic war, SpyMagician, JHunterJ, CaptainWesker, Lord Moe, Doczilla, Ryulong, Manifestation, Cmcginnis, Ainsleybrooks, Iridescent, BrandonThe-Moose, JoeBot, Wjejskenewr, Sabrewing, Audiosmurf, Lindsey8417, J Milburn, John Z. Delorean, FleetCommand, Combatmaster, CmdrObot, Ale jrB, The Cake is a Lie, StarScream1007, NickW557, ShelfSkewed, Avillia, Neelix, Rcldragon, Peripitus, AniMate, Gogo Dodo, Dancter, DumbBOT, Weils, After Midnight, Izual1, Thiijs!bot, Barticus88, Wikid77, Hannahbul, Deadite0, Headbomb, Dibol, Ociros, S058, EdJohnston, NotoriousNick500, MikeMark, Seaphoto, White Devil, Kung Fu Man, Klow, Res2216firestar, DCincarnate, JackSparrow Ninja, JAnDbot, TigerK 69, Armando12, Dsp13, Jlee1, QuagmireDog, Pegasus74123, Xeno, BaconSquishy, PhilKnight, Wasell, Dr-pryr, BonsaiPotato, JamesBWatson, Cadsuane Melaithrin, Gabe1972, Rich257, Catgut, Rezd, The Pantsless One, JasonS2101, Christiem, Oroso, LoganTheGeshrat, Rettetast, R'n'B, Stugwilson, J.delanoy, Lg16spears, A Nobody, DarkFalls, Nuclear Terrorism, Clerks, Angelde-monboy, Qubed, Juliancolton, Flatscan, OsirisV, Kickin kenny94, Useight, Black Kite, Lights, Meiskam, ABF, Mcewan, Kww, Lots42, Purelyhypnotic, Fragileartofexistence, Anonymous Zebra, Aymath2, Witchy2006, Nanakibh, Jackfork, LeaveSleaves, Amog, RiverStyx23, Orange-kun, Nexus145, Animeranatomy, ZeroGiga, Quel'Thalas, Monty845, ThegreatSP, Mmundo, Bristow88, Dragonmaster88, Un-used000702, FAHtastic, RetroPacmanStyle, Jack Merridew, Calabraxthis, GrooveDog, Flyer22, Chingachgook, Earisu, Harry, Mat wang, Smalln, Stfg, Fighting Fefnir, Enhanced Hunter, ImageRemovalBot, Atif.t2, Martarius, Sfan00 IMG, FlamingSilmariL, Elassint, ClueBot, GorillaWarfare, The Thing That Should Not Be, Rodhullandemu, PokeHomsar, Rjd0060, EoGuy, Bluthor, Boing! said Zebedee, Regi-box, Tintor2, Bluerules, Dragoonykq, Blanchardb, Grebenkov, Angus Nitro, Gtmcluney, Axemunger, Mastaskillz245, CaptainComedy, Anonymous101, Scorp27, Fibhrygvn, Commddor, Higgy531, Holothurion, M.O.X, LonerXL, Carrie2002, ChrisHodgesUK, El bot de la dieta, Alpha92613, Aitias, Vanished user uih38rii4hjlsd, TiffanyTran, Eik Corell, XLinkBot, Rror, Dthomsen8, Ost316, Jakezing, Myst-Bot, SelfQ, Sec 1971, Addbot, Percivl, Queenmomcat, DougsTech, Ronhjones, TALOS-hunter, Grim80, Glane23, Leucius, FoxyAreku, Nuevo003, Baffle gab1978, Terrillja, Chazz133, Slipknot7792, Tide rolls, StarScream107, Chixpy, Keithman91, PrisonBreakguy, Quantumobserver, SmolderinCorpse, BlueMario1016, Matt.T, Luckas-bot, Yobot, ProtoBuster, Ptbotgourou, Fragle81, Ninjalemming, Sam Smith UK, Amirobot, Monkey-Fan300, Anthonyrp, Mr T (Based), SwisterTwister, Rlogan2, Wehrmacht007, Deemistrer, AnomieBOT,

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- **Red Queen and White Queen** *Source:* http://en.wikipedia.org/wiki/List_of_Resident_Evil_film_characters?oldid=640852681 *Contributors:* Morphh, Mikalh, Reach Out to the Truth, Kndimov, Smileguy91, Jimw338, SNAAAAKE!! and Anonymous: 4
- **Resident Evil (1996 video game)** *Source:* [http://en.wikipedia.org/wiki/Resident%20Evil%20\(1996%20video%20game\)?oldid=641545215](http://en.wikipedia.org/wiki/Resident%20Evil%20(1996%20video%20game)?oldid=641545215) *Contributors:* Malcolm Farmer, Jagged, Atlan, Frecklefoot, Bewildebeast, Topbanana, Auric, EvanED, Dina, David Gerard, Marcika, Everyking, WolfenSilva, Mboverload, Apv, Dave2, TerokNor, Mitaphane, Dameng, Discospinster, KillerChihuahua, Adambro, Cmdrjameson, Pikawil, Giraffedata, Apostrophe, Jason One, Avian, Arthema, CyberSkull, Italedo, ABCD, Calton, Garfield226, The-DotGamer, Sciurinæ, CherryMay, Kaiser matias, Alai, Tsuba, New Age Retro Hippie, ZakuSage, Thorpe, Damicatz, Combination, Marudubshinki, Mandarax, Jack Cox, BD2412, Kafuffle, Rjwilmsi, Quiddity, Neoneeo, The wub, Dar-Ape, Matjav, A Man In Black, FlaBot, Ian Pitchford, Weebot, Nihiltres, Crazycomputers, Gurch, Brunbb, Revolving Bugbear, Jonny2x4, Press Start, Hibana, Igordebraga, Bgwhite, Ahpook, Check two you, ~Viper~, RussBot, C777, TonicBH, Randall Brackett, Rhindle The Red, NawlinWiki, Senshi, Wiki alf, GSK, Pagrashtak, Krystyn Dominik, Snkcube, Brandon, TDogg310, Mr Fist, Jedi Striker, Empty2005, N. 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- **Resident Evil 2** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%202?oldid=642144568> *Contributors:* Atlan, K1Bond007, Frans2000, Lowellian, Jacoplane, Mboverload, Bobblewik, DragonflySixtyseven, Joyous!, Damieng, EagleOne, Discospinster, EliasAlucard, Sockatume, Kross, RoyBoy, Thunderbrand, Deathhawk, 23skidoo, Cmdrjameson, Apostrophe, CyberSkull, Jtalledo, ABCD, Calton, Angelic Wraith, TheDotGamer, LFaraone, New Age Retro Hippie, Forteblast, Kelly Martin, Firsfron, Combination, Graham87, Jack Cox, BD2412, Jake Wartenberg, A Man In Black, FlaBot, Gurch, Jonny2x4, Press Start, Hibana, DVdm, Check two you, YurikBot, ~Viper~, RussBot, Juansmith, Almogo, Calicore, TonicBH, Randall Brackett, Senshi, Pgrashtak, Kelvingreen, Dick Grayson, Falcon9x5, Empty2005, N. Harmonik, Closedmouth, LeonardoRob0t, Bcarlson33, Kevin, EggRoll, Jamarcus, Ryukotusei, SmackBot, KMcD, Merkuri, Hanchi, Jagged 85, Grey Shadow, Geoff B, JimmyBlackwing, Portillo, Doktor Wilhelm, Zombie13, Keiran Horn, Lenin and McCarthy, Bonecrushah, The Kids Aren't Alright, Jehuty, BladesCrusade, RustStorm, Yuri Elite, Ohconfucius, G-Bot, Harryboyles, John, Cutter20, Danucciguzman, Grandpafootsoldier, Lord Moe, Doczilla, Jofunu, Ryulong, Kevy2004, TJ Spyke, Twas Now, Audiosmurf, Babycakesitting, Angeldeb82, SkyWalker, FleetCommand, CmdrObot, KojiDude, StarScream1007, Mika1h, WeggeBot, Cydebot, Conquistador2k6, Maxkandalf86, Angel Virus, Gogo Dodo, Soetmans, Dannagar, Thaddius, Foxwarrior140, Jason Gervais, Guyinblack25, GangstaEB, After Midnight, Brad101, RVDDP2501, RedWolfX, Casliber, BetacommandBot, Malleus Fatuorum, N5iln, Deathbunny, Snap monkey, Grahamdubya, Breakdown2218, Dawkeye, Silver Edge, RinoaHeartilly666, Sion8, RobJ1981, Meaden447, Ashley001, MagusMind, Dragon DASH, Jhsounds, DTwirler, Ex-Nintendo Employee, Redrumcookiemonster, Xzamuel, HanzoHattori, Pipedreamergrey, TigerK 69, Old m, MER-C, Andonic, Joxernolan, Soulbot, I JethroBT, Squeee0, Thibbs, FlapjackStantz, MidnightClub, Adriel Cenna, Sport woman, Anubisath, RockMFR, J.delanoy, Uncle Dick, A Nobody, Dispenser, Hyperactivegamer, Zointax, Casper10, Xiau1.1, OsirisV, ClaireRedfield21, Doctor Eggman, Mr Wesker, Idioma-bot, Netito777, AlnoktaBOT, Bovineboy2008, Sjones23, TXiKiBoT, GimmeBot, Nico4, Comrade Graham, Fear47, DieOfGoodLuck, Martin451, Broadbot, LeaveSleaves, AtaruMoroboshi, Zondi, Blurpeace, Showers, Cromo4130, Unused000702, Seanous, Gamble973, StAnselm, Vulcan's Forge, Caidh, Chingachgook, Earisu, Den-garde, 007players, DragonZero, Cyfal, OverlordQBot, WikiLaurent, Willy, your mate, Paldiski, Van Redd, ImageRemovalBot, ClueBot, LAX, Mriya, EoGuy, Podzemnik, INONOTHING, Piledhigheranddeeper, Autof6, Kanguole, Zombie007, Muhandes, Uglyetus, Holothurion, BigFrank102, EpicDream86, Tezero, Vanished user uih38riiw4hjlsd, Peasantwarrior, Vanished User 1004, DumZiBoT, Anti29, XLinkBot, Ost316, Daleymo, Dude527, SimonKSK, Addbot, Some jerk on the Internet, Megata Sanshiro, Douglas the Comeback Kid, LulzyBeatz, Captain Obvious and his crime-fighting dog, Ozzy6, PaPiRiCoSuAvE, Gail, NeoBatfreak, Jarble, Megaman en m, BloodRedFox, Luckas-bot, Amirobot, Tenho Karite, SeanTheBest949, Playboyoreo, Mr T (Based), Edwinjones1234, Anonymous from the 21th century, AnomieBOT, Tavatar, Commander Shepard, Materialscientist, Citation bot, Alwaysazeldafan, LilHelpa, Daftpunkboy93, Xqbot, TheWeakWilled, C+C, GrouchoBot, Prem555, Ibrulz, XMORPHEUSX, Chaheel Riens, Thejadefalcon, Daymeee, FrescoBot, F-U-W, Thisgift, JohnRamirez, Swordfish818, Ollipmouf, Smuckola, RedBot, Secret Saturdays, Highlanderbf, Full-date unlinking bot, XBLACK-XVIPERX, Ltnaklt, Gingerman12, Pizte, Martin IIIa, Rapidente, Kou yang, Dasdi, Wwwwhttp, Simplex1swrhs, Weses, NeoGenPT, Brownpickle22, CyberTiger531, White Warrior BSAA, GA bot, Hula Hup, Bt8257, Solarra, Nick.zambuto, Metalkabuterimon, Asperchu, Jplarkin, Alshaheen15, Hazard-SJ, H3llBot, LatinoSeropa, Brandmeister, ChuispastonBot, ClueBot NG, Zomboney, BigAl2k6, Helpful Pixie Bot, Brumbek, Lowercase sigmabot, TGilmour, George Ponderevo, IAmAmazing93, Harizotoh9, Bokmanrocks01, YautjaVeteranWolf, REfreak55, BattyBot, Project Umbrella, Khazar2, SNAAAKE!!, Tow, Vodkasosa, Dissident93, Bei9e, Ccdls12343232323, Mask48, Alismayilov, RPGMakerMan, Theo's Little Bot, Kevinfrombk, Monkbot, Ninja2, LeechQueen, Craftdraw, Haris Mughal360 and Anonymous: 526

- **Resident Evil 3: Nemesis** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%203%3A%20Nemesis?oldid=641700256> *Contributors:* AxelBoldt, Atlan, Emperor, Mcfly85, K1Bond007, David Gerard, Marcika, Morgan695, Damieng, Rich Farmbrough, EliasAlucard, Sockatume, Thunderbrand, Apostrophe, CyberSkull, Andrew Gray, ABCD, TheDotGamer, Bobrayner, OwenX, Davidkazuhiro, Combination, Jack Cox, Rjwilmsi, BruceLee, The wub, A Man In Black, FlaBot, Master Thief Garrett, Ynos, RexNL, Jonny2x4, Hibana, DVdm, Check two you, YurikBot, ~Viper~, Bergsten, RadioFan, TonicBH, Randall Brackett, Wiki alf, Pgrashtak, Empty2005, N. Harmonik, Crisco 1492, Nikkimaria, Chanheigorge, Bcarlson33, Kevin, Zeratul547, Hayter, SmackBot, Grey Shadow, Geoff B, Ltjljlj, Gilliam, Doktor Wilhelm, Hotwiki, Lordofchaosiori, Samuel Sol, Yuri Elite, SQGibbon, Grandpafootsoldier, Doczilla, TastyPoutine, Ryulong, A Clown in the Dark, TJ Spyke, Twas Now, Courcelles, Angeldeb82, Cote-Duke, SkyWalker, Mooseba, StarScream1007, Mika1h, Sidewinder468, WeggeBot, Cydebot, Conquistador2k6, Angel Virus, Soetmans, Mish55, DumbBOT, Foxwarrior140, After Midnight, BetacommandBot, DemoniacoCabron, X201, Natalie Erin, AntiVandalBot, Teen Tyrant, Dragon DASH, DTwirler, Kung Fu Man, JAnDbot, Pipedreamergrey, TigerK 69, Jigahurtz, .anacdonabot, I JethroBT, RolfWrenWalsh, Srspear, Gimboi, Thibbs, Lord GaleVII, Neo Geo, Ultraviolet scissor flame, Parkbeast, J.delanoy, Baffab, 865222, Kungfukenobi, SuperSonicTH, Juliancolton, Xiau1.1, OsirisV, Potaco99, Doctor Eggman, Halmstad, JoshuaHBIII, AlnoktaBOT, Bovineboy2008, Sjones23, BlazeTheMovieFan, TXiKiBoT, Udufruduhu, Eky-w-, Arbyter616, Broadbot, Tsunami, Sylent, Cromo4130, AlleborgoBot, Unused000702, SieBot, StAnselm, Tresiden, Scarian, WereSpielChequers, The Evil Spartan, Caidh, Faradayplank, Techman224, Evman789, LaVey Charkus Veros BeruDeJesus, WikiLaurent, Kanonkas, ClueBot, Hippo99, Liam G-Veronica B.O.W, Naz12345, Zombie007, Arjayay, Naz2007, Holothurion, FiercedetylinkX, Alpha92613, Thingg, Tezero, Peasantwarrior, Ost316, MystBot, Addbot, Megata Sanshiro, Fieldday-sunday, Douglas the Comeback Kid, Ace Mendiola, Captain Obvious and his crime-fighting dog, PaPiRiCoSuAvE, NeoBatfreak, Megaman en m, Chrispy337, Mr T (Based), AnomieBOT, Tavatar, Anthony 11, Commander Shepard, Citation bot, ArthurBot, Daftpunkboy93, Xqbot, Snc420740, Killnstab, TheWeakWilled, GrouchoBot, XMORPHEUSX, Maddog07, Thejadefalcon, DreamsDreams, F-U-W, BenzolBot, Penguinzig, Princes-ofLlyr, Highlanderbf, XBLACKXVIPERX, DLwkeditor, Dasdi, EmausBot, WikitanvirBot, Niwi3, Hula Hup, AppuruPan, Bt8257, Alshaheen15, H3llBot, Navidff, Smartie2thaMaxXx, ClueBot NG, Shakzor, Rocket1377, BigAl2k6, Helpful Pixie Bot, Ernest3.141, Brumbek, Eliskuya2, SNAAAKE!!, Vodkasosa, Dexbot, Mogism, CrazyDevil964, CooperMan88, Kevinfrombk, Monkbot, Landingude13, Funnypeople33, Olddawg90, Craftdraw and Anonymous: 306

- **Resident Evil Code: Veronica** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%20Code%3A%20Veronica?oldid=641659531> *Contributors:* AxelBoldt, Atlan, Mcfly85, K1Bond007, David Gerard, Haeleth, Discospinster, EliasAlucard, Thunderbrand, Bobo192, Smalljim, Cmdrjameson, Apostrophe, CyberSkull, Andrew Gray, ABCD, 9114619, TheDotGamer, DrGaellon, Tsuba, New Age Retro Hippie, Feezo, Optichan, Crazysunshine, Combination, Jack Cox, El Mariachi, BD2412, Nanami Kamimura, The wub, Yamamoto Ichiro, FlaBot, DDerby, Stormwatch, Intgr, Jonny2x4, DVdm, Check two you, YurikBot, Kurt Leyman, WikidSmaht, Randall Brackett, Pgrashtak, RobWill80, Empty2005, N. Harmonik, DisambigBot, CrushNush, Rehevkor, SmackBot, Tigerghost, Jagged 85, BeagleSoldier, Grey Shadow, Geoff B, Master Deusoma, Portillo, Hotdoglives, MK8, Tge-retford, Hotwiki, Reachjer, Kschwerdt514, Yuri Elite, WayKurat, Ohconfucius, Malakaivius, Jinnai, Piemanthe3rd, Martinp23, Grandpafootsoldier, Doczilla, Ryulong, Twas Now, Renian, Fullerene, FairuseBot, Vanisaac, CmdrObot, StarScream1007, Neoyamaneko, Mika1h, Drinobot, Cydebot, Maxkandalf86, Soetmans, XVAR-chonVx, DumbBOT, Foxwarrior140, Weils, RedWolfX, BetacommandBot, RobotEater, Headbomb, Kathovo, Dibol, Bethpage89, The

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- **Resident Evil Zero Source:** <http://en.wikipedia.org/wiki/Resident%20Evil%20Zero?oldid=642126969> **Contributors:** Jagged, Atlan, Booyabazooka, JASpencer, Selket, K1Bond007, David Gerard, Misterkillboy, Dave2, Darksun, Damieng, Alsocal, Rich Farmbrough, EliasAlucard, Sockatume, Shanes, Thunderbrand, Apostrophe, CyberSkull, Calton, Angelic Wraith, TheDotGamer, Axeman89, Janus-Paul, Combination, Jack Cox, The wub, Remurmur, A Man In Black, Elsan, FlaBot, Gary McEnroe, Jonny2x4, YurikBot, ~Viper~, Russ-Bot, Kimchi.sg, Randall Brackett, Smash, Pagrashtak, Godzilla, TDogg310, Alex43223, Empty2005, N. Harmonik, Navstar, Zero1328, Th1rt3en, Loft, LeonardoRob0t, DisambigBot, SmackBot, John Lunney, State of Love and Trust, Geoff B, DreamOfMirrors, Master Deusoma, Portillo, Hotdoglives, Grandmasterka, Hotwiki, Lenin and McCarthy, Can't sleep, clown will eat me, MisterHand, Unknown Dragon, GVnayR, MikeTheRaptor, Yuri Elite, Jinnai, Zerath13, Comicist, The Mekon, Martinp23, Grandpafootsoldier, Ryulong, Joe-Bot, J Di, Twas Now, Audiosmurf, Angeldeb82, SkyWalker, J Milburn, FleetCommand, StarScream1007, Mika1h, Cydebot, Maxd-kandalf86, Gogo Dodo, Soetermans, Dancter, Thaddius, DumbBOT, Foxwarrior140, East 99 187killum, BetacommandBot, Thijs!bot, ShadowVen, Headbomb, Okki, Chavando, NotoriousNick500, Salavat, RobJ1981, SmallvilleGuy18, Jhsounds, Alphachimpbot, White Devil, Mad Pierrot, TigerK 69, Power Slave, Xeno, AgentONeal, Jigahurtz, Acroterion, Zeldafanjtl, VoABot II, Yoshinatsu, QelDroma06, Thibbs, Wildodeelf, JasonS2101, Naruto134, Fear4, RockMFR, J.delanoy, Captain panda, Ryonslaught, Kungfukenobi, SuperSonicTH, Prhartcom, Wiibeatsps3, Casper10, Bowserjr55, OsirisV, Mariofanatic, VolkovBot, Lizabethdawn, Bovineboy2008, WOSlinker, Ingwar JR, Slash Firestorm, Shodown19, ThegreatSP, Sdrbd, Unused000702, SieBot, Jack Merridew, Gameguy2500, Miremare, EternalWashu-Fanboy, Caith, Harry, Dengarde, Hulk01, Smalln, WikiLaurent, Martarius, ClueBot, EgoGuy, Pekin Republican, Alexbot, Super Shy Guy Bros., Eekster, Falco11 2011, Holothurion, Alpha92613, Versus22, Tezero, Peasantwarrior, Erikyoung, XLinkBot, GameLegend, Colliric, Steview1988, Addbot, Megata Sanshiro, SiegfriedZ, PaPiRiCoSuAvE, NeoBatfreak, Oreolvrs1987, Amirobot, Mr T (Based), Anonymous from the 21th century, AnomieBOT, TJD2, Daft-punkboy93, Xqbot, DylanWirta, GrouchoBot, Zombie Azami, XMORPHEUSX, Lucien-BOT, Fabrice Petrocovard, F-U-W, BenzolBot, Grinsekatz, RedBot, Highlanderbf, Full-date unlinking bot, XBLACKXVIPERX, Lorson, SilentDYL7, NeoGenPT, Hula Hup, Dewritech, Bt8257, Thiskidd, Asperchu, H3llBot, FunnySheep, Rickraptor707, ClueBot NG, Despatche, BigAl2k6, Helpful Pixie Bot, Dan653, MattMauler, BattyBot, SNAAAAKE!!, Shane Murphy Jackson, Coladar, Monkbot, Landingdude13, LeechQueen, ClassicOnASStick, Craftdraw and Anonymous: 229

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- **Resident Evil: Survivor** *Source:* http://en.wikipedia.org/wiki/Resident_Evil_Survivor?oldid=635898215 *Contributors:* Atlan, Hadal, MBisanz, Apostrophe, Jaredfaulkner, Hellis, Alansohn, Ynhockey, TheDotGamer, Tsuba, ADeveria, Mandarax, BD2412, Jake Wartenberg, CoStar, A Man In Black, RobertG, Harmil, Jonny2x4, RussBot, Kurt Leyman, Casey J. Morris, Gaius Cornelius, MarcK, PaulGarner, Smash, Joel7687, Empty2005, N. Harmonik, Nikkimaria, SmackBot, GoldenXuniversity, Ominae, Jagged 85, Geoff B, Hmains, Bluebot, Persian Poet Gal, Adamdon89, MisterHand, Chlewbot, Radagast83, Irish Souffle, Nakon, Finite, IanC, Rklawton, FreshBulletTime, Ryulong, Ra1d3n, Twas Now, CBM, The Cake is a Lie, Mika1h, Drinibot, Cydebot, BetacommandBot, Iowaseven, NighTrekr, X201, Salavat, Alphachimpbot, Xeno, AuburnPilot, Wesker85, Thibbs, Calamity-Ace, A Nobody, Jonay81687, OsirisV, Doctor Eggman, Mr Wesker, WOSlinker, Emiliano s, TyrantX, Mr.NorCal55, Unused000702, Scarian, VVVBot, Mistragelza, Norgor, DragonZero, Monroes, Wonchop, Martarius, ClueBot, Masood Matin, Peter.C, Peasantwarrior, MystBot, Bloodmort, Addbot, Megata Sanshiro, SoloWing3844, NeoBatfreak, Yobot, AnomieBOT, Tavatar, Kristen Eriksen, IRP, Commander Shepard, Rtyq2, Xqbot, Capricorn42, Sellyme, Deltasm, F-U-W, Full-date unlinking bot, Lorson, EmusaBot, Nksj28, L Kensington, Zucchinidreams, Movses-bot, Lukeno94, Rezabot, Harizotoh9, At09kg, SNAAAAKE!!, Hmainsbot1, KahnJohn27, PentyClaws and Anonymous: 105
- **Resident Evil: Dead Aim** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%3A%20Dead%20Aim?oldid=632727730> *Contributors:* Atlan, Mboverload, Shadowlink1014, Rich Farmbrough, Pikawil, Apostrophe, Mailer diablo, Snowolf, Admiral Valdemar, Tsuba, Kouban, New Age Retro Hippie, Pekinensis, Allen3, Tslocum, Icey, Rjwilmsi, A Man In Black, Jonny2x4, YurikBot, TonicBH, MarcK, Smash, Godzilla, Mosquitopsu, The Filmaker, Bobquest3, Empty2005, Xino, N. Harmonik, SmackBot, Ominae, Jagged 85, Geoff B, Doktor Wilhelm, Mavrickindigo, Chris the speller, Bluebot, Yuri Elite, Khazar, Delf, IOSiris, Doczilla, Atirage, Ryulong, Ra1d3n, Judgesurreal777, Twas Now, Urutapu, The Cake is a Lie, StarScream1007, Mika1h, Linux Rocks, Richard-Adar, Cydebot, Maxdkandalf86, BetacommandBot, X201, Dante555, NotoriousNick500, Teen Tyrant, PresN, Xeno, Gimboyd, SuperHiro, OsirisV, Doctor Eggman, GreenHerb, WOSlinker, OverSS, Beem2, Drestros power, Pjownage, Themat21III, Mr.NorCal55, Maxxon, Enviroboy, AlleborgoBot, Hmwith, Unused000702, 9ofzeven, Calabraxthis, Seedbot, ClueBot, Holothurion, AlexDelfi, Badgernet, Subversive.sound, MystBot, Addbot, Megata Sanshiro, SoloWing3844, Lightbot, NeoBatfreak, Yobot, Mr T (Based), AnomieBOT, DylanWirta, Recognizance, Grinsekatz, Jonesy95, Full-date unlinking bot, FoxBot, Lorson, Alph Bot, NeoGenPT, John of Reading, ZéroBot, Splatterhouse5, Masamako, Sahim, Despatche, Rezabot, MerIIwBot, RatedMan, Infinity11, At09kg, BattyBot, ChrisGualtieri, Project Umbrella, SNAAAAKE!!, Mogism, KahnJohn27 and Anonymous: 102
- **Resident Evil: Outbreak** *Source:* http://en.wikipedia.org/wiki/Resident_Evil_Outbreak?oldid=642041942 *Contributors:* Atlan, Hadal, Marcika, Mboverload, Slowking Man, Rdsmith4, Shadowlink1014, Louisisthebest 007, The demiurge, Thunderbrand, Cmdrjameson, Apostrophe, Mareino, Anthony Appleyard, Snowolf, TheDotGamer, CherryMay, Tsuba, Daveydweeb, Firsfron, Webdinger, Damicatz, ADeveria, Sam Couto-Oughton, Mandarax, Deltabeignet, Teflon Don, Icey, Phoenix-forgotten, Search4Lancer, Rjwilmsi, A Man In Black, FlaBot, Gurch, Jonny2x4, Alphachimp, Hibana, Kooshmeister, Randall Brackett, MarcK, Smash, Welsh, Godzilla, Shinmawa, Saberwyn, Emersoni, Empty2005, N. Harmonik, Th1rt3en, SMcCandlish, Katieh5584, Kungfuadam, Silver tear, SmackBot, Nahald, Ominae, Hitokun, Jagged 85, Geoff B, Ltjljl, Commander Keane bot, Xaosflux, Clampston, Chris the speller, Lenin and McCarthy, Can't sleep, clown will eat me, HoserHead, Jmlk17, Hyper86, Bendragonbrown47, Nakon, MichaelBillington, W Ed, Weregerbil, Sbluen, MikeTheRaptor, Yuri Elite, Ohconfucius, CardinalFangZERO, Swatjester, HashiriyaGDB, Zerath13, Ckatz, FreshBulletTime, Ryulong, RMHED, Sapce, TJ Spyke, Iridescent, BrandonTheMoose, Judgesurreal777, Syosset, JoeBot, Twas Now, Audiosurf, Tawkerbot2, Suda51, Bearingbreaker92, John Z. Delorean, FleetCommand, CmdrObot, The Cake is a Lie, Mika1h, MessedRobot, Cydebot, Synergy, Tawkerbot4, Christian75, Chuto, Alura, RedWolfX, BetacommandBot, MentosC, Sagaciousuk, CynicalMe, Blah3, Deathbunny, Philippe, Notorious-Nick500, Luna Santin, RobJ1981, Kung Fu Man, Exo Kopaka, PresN, Canadian-Bacon, Useless0ne, Pipedreamergrey, Alexlayer, Cadsuane Melaidhrin, Gimboyd, Heliac, Lord Tallanvor, Wildodeelf, Kabuto Yakushi, DarthOverkill, The velociraptor, MartinBot, Trusilver, A Nobody, L337 kyblmdstr, Kungfukenobi, Vashtaman, Warut, Calvin1992, OsirisV, Doctor Eggman, Loki1066, Varnent, Flauros, GreenHerb, MadNeko, WOSlinker, Alsark, Philip Trueman, Beem2, Nico4, Ilkali, Mr.NorCal55, Maxxon, Buff geek, Sesshomaru, AlleborgoBot, Unused000702, KKCAA, VsX, ImperialPie, Mistragelza, Norgor, Mat wang, ItDoesntMatter, Seedbot, DragonZero, Myominane, Tomdobb, ClueBot, Avenged Eightfold, Hippo99, Xero-7, Patrickkromsim, MrKIA11, Gtmcluney, Thekoyaanisqatsi, Jafedmtz02, CarloLalu, Note-dog, The saboteur, R3s1d3nt3v11, Agent Merc, Legion2408, XLinkBot, Dthomsen8, Williamkennedyradio, Addbot, Megata Sanshiro, Mr. Wheely Guy, MAGIC MATT1, LaaknorBot, Jaimaster, Tide rolls, Jan eissfeldt, NewfZ, NeoBatfreak, Legobot II, Mr T (Based), AnomieBOT, Jim1138, Eumolpo, Xqbot, Belasted, IllaZillaisaslut, Guinea pig warrior, Gene-va, Punkalyptic, I dream of horses, RedBot, Pikiwyn, Full-date unlinking bot, Lotje, Whisky drinker, NeoGenPT, Gaa190, HiW-Bot, ZéroBot, ChuispastonBot, DASHBotAV, BenelliMF, ClueBot NG, Donald394, Movyn, Jenova20, XxDEATHbyLOVExX, Musicianist91, Infinity11, Fasooli ali, ChrisGualtieri, SNAAAAKE!!, Azrael0, Matty.007, JacobiJonesJr, Robert4565, Asher98, Monkbot, Jfoster71, 7Literal and Anonymous: 350
- **Resident Evil: Outbreak: File 2** *Source:* http://en.wikipedia.org/wiki/Resident_Evil_Outbreak_File_2?oldid=632477071 *Contributors:* Atlan, Ixfd64, Hadal, Tom harrison, Curps, Shadowlink1014, Discospinster, Thunderbrand, Apostrophe, CyberSkull, New Age Retro Hippie, TigerShark, Strongbow, Teflon Don, Icey, Rjwilmsi, WizTermy, A Man In Black, FlaBot, Jonny2x4, Hibana, Hahnchen, Pip2andahalf,

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- **Resident Evil: The Umbrella Chronicles** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%3A%20The%20Umbrella%20Chronicles?oldid=640610198> *Contributors:* Atlan, KSweeley, Jackol, Jh51681, Discospinster, Ajplmr, RoyBoy, Apostrophe, Cyber-Skull, Jtalledo, 9114619, Crazysunshine, Jack Cox, BD2412, Teflon Don, MattSutton1, Icye, Rjwilmsi, Koavf, Remurmur, El Cid, Pa-pacha, Zooba, Arasaka, Jonny2x4, Hibana, Chobot, Zef, Soulsteegray, George Leung, RussBot, Havok, Pagrashtak, Joe 042293, Godzilla, Falcon9x5, Empty2005, N. Harmonik, Chanhegeorge, Th1rt3en, Fram, Bly1993, CrushNush, CIreland, Bibliomaniac15, SmackBot, Prototime, Jagged 85, Sillygostly, Geoff B, HalfShadow, JRSRP, Luigi128, Enbob89, The Moose, DivineShadow218, Hotwski, Mis-terHand, OrphanBot, Unknown Dragon, L-e-W, Bendragonbrown47, Derek R Bullamore, Zeta26, Ohconfucius, KatzztaK, Scetoaux, Lord Moe, Jeremieb, Ryulong, LaMenta3, TJ Spyke, Voice of Treason, Shoeofdeath, REexpert44, Nomader, Angeldeb82, SkyWalker, Urutapu, CmdrObot, StarScream1007, Mikah, Stevo1000, Dusk83, Frankly Man, Pro bug catcher, Cydebot, OneWingedAngel20, Playtime, Maxdkandalf86, Steel, Crossmr, Hebrides, Slordak, After Midnight, Xubelox, BetacommandBot, Thijs!bot, Epbr123, Lord Hawk, MentosC, Leondelai, RobotEater, Headbomb, Twa556, Dibol, X201, Jonny-mt, Tempest-Lord, Silver Edge, Escarbot, Shrapnel-wolf, AntiVandalBot, MoogleDan, TimVickers, Lordmetroid, Scepia, RobJ1981, TTN, Jhsounds, Pixelface, LoneWolf6:16, PresN, King Wagga, JackSparrow Ninja, TigerK 69, Armando12, Andonic, East718, VoABot II, Fusionmix, Blizzard777, Allstarecho, Wildodeelf, JaGa, Cernex, MartinBot, Gameplay, R'n'B, DanJ, IrwinSantos, AuthenticM, A Nobody, Ryan Postlethwaite, Marioman11, STBotD, Casper10, OsirisV, MrDrake, Doctor Eggman, Joehex, Varnent, Djchallis, NNIL, Lights, VolkovBot, Jeff G., Sabu99, Sjones23, Hylian pirate, Beem2, Pojanji, Prblanco, Nico4, Kflester, Zabbethx, Sidepocket, Chill77, Someguy0101, RhoadsVaiSambora, Modal Jig, Martyn1987, Metal Gear VVVVVV, PeRiDoTs13, Roman619, Beasley23803, Sweettooth, Leon Jenkins, Hitamaru, Mmundo, Unused000702, KKCAA, WereSpielChequers, TonyFabtastic, VVVBot, Sammuel458, Gameguy2500, Caltas, Krizyb, Mistralgza, Miremare, Vanished user 82345ijgeke4tg, Phatrican, Oysterguitarist, Ozymorons83, Mat wang, Dengarde, Pyramidh3ad6129, Redhot44586, C'est moi, Spartan-James, Freddiebrks, Dark gamer 5, Armyude, HipHopWikiEditor, Logancool, Kellogg305, ImageRemovalBot, Steve, The sunder king, ClueBot, Booyadude123, Rjd0060, ShadowOne333, ReynoldsWrap, Kiwisoup, Zyid, Extrovertedly, CounterVandalismBot, PunkRock-Panda101, Anderstoast, Necrogamesage, Cluerocs217, Big Stu innit, Aletair, Cooookies, Mspraveen, Jameslionelprice, -Midorihana-, Pirespotter, Nulpol, Tandrausk, Higgy531, Xxxmadinalakexxx, Falco11 2011, Holothurion, Randomran, Mr.whiskers, Adultnature, Rey-chavez, Alpha92613, Dylan Aniston, The saboteur, Himsonli, Gray Spot, Deasterday1, DumZiBoT, Darkicebot, Jon2083, MystBot, Addbot, Megata Sanshiro, LAAFan, Nitialj, Meaty Weenies, Philosophical explaytive, Mps, Luckas-bot, Ptbotgourou, DragonSpikeXIII, Eriku, Mr T (Based), EnTerr, Plasticbot, AnomieBOT, Commander Shepard, Klaus807, Daftpunkboy93, Xqbot, Off2riorob, Thejadefalcon, IAMSNUFFY, WiiWillDestroyYou, BenzolBot, Citation bot 1, DrilBot, MondalorBot, Highlanderbf, Full-date unlinking bot, Gracefoo, Ooppee, Dasdi, Firefoxian, Bjnboy, РoccСилибус, Ace123361, H3llBot, Daftpunkboy94, SporkBot, Mjbmrbot, ClueBot NG, Gabriel Yuji, DharkJoo, SNAAAAKE!!, Millcity01852, Transphasic, Monkbot and Anonymous: 502
- **Resident Evil: The Darkside Chronicles** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%3A%20The%20Darkside%20Chronicles?oldid=640622194> *Contributors:* Damian Yerrick, Head, Mahanga, Koavf, Jonny2x4, Hibana, Chobot, RadioFan2 (usurped), CrushNush, SmackBot, McGeddon, Shuggy, Jagged 85, Geoff B, Ryulong, TJ Spyke, StarScream1007, Mikah, Cydebot, Arrowned, Head-bomb, RobJ1981, JamesBWatson, Akira7, J.delanoy, Lg16spears, Casper10, OsirisV, Varnent, Mizunoryu, VolkovBot, TXiKiBoT, Beem2, Zabbethx, Broadbot, Super David, Unused000702, Zefie Kirasagi, Smalln, DragonZero, WikiLaurent, Martarius, ClueBot, Snigbrook, MrKIA11, Alexbot, Pirespotter, Sun Creator, Dfsgbjkgfhdg, The Red, Carriearchdale, Peasantwarrior, XLinkBot, Benparfitt, Ost316, WikHead, Paul237, Addbot, Megata Sanshiro, LaaknorBot, RTG, Mps, BloodRedFox, Ninjalemming, Legobot II, Amirobot, Eriku, KamikazeBot, AnomieBOT, Dante2014, Daftpunkboy93, Xqbot, Drgyen, WiiWillDestroyYou, Shooterwalker, AngryPyros, Devanwolf, DrilBot, Azza09090909, TobeBot, Dasdi, Bjnboy, Wwwhttp, Ace123361, TechnoWizKid, EmausBot, ResidentEvilFreak, SuckMahCock, ZéroBot, H3llBot, TheHeronGuard, Coasterlover1994, Rezatokyo, DarkSonicPT, SNAAAKE!!, MarcoPolo419, AGodMan, Altmer Annatar, AdrianGamer and Anonymous: 154
- **Resident Evil Gaiden** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%20Gaiden?oldid=640424731> *Contributors:* Atlan, Caknuck, Dehumanizer, David Gerard, Morgan695, Thunderbrand, Apostrophe, Ynhockey, ReyBrujo, Tsuba, Woohookitty, ADeveria, Crazysunshine, BD2412, Icye, Remurmur, A Man In Black, FlaBot, Celestianpower, Jonny2x4, Hibana, Igordebraga, RussBot, Kurt Leyman, CanadianCaesar, Kiyosuki, Smash, Codyrank, Godzilla, Empty2005, N. Harmonik, VAgentZero, Th1rt3en, SmackBot, Black-MageJawa, Geoff B, Master Deusoma, Rampart, GVnayR, JHunterJ, Doczilla, Voice of Treason, Audiosmurf, CmdrObot, Cyrus XIII, Mikah, Cydebot, Maxdkandalf86, Levid37, DumbBOT, Foxwarrior140, Satori Son, BetacommandBot, Thijs!bot, RobotEater, Head-bomb, SGHH, X201, Pikminister, RobJ1981, AJM Ruler, BonsaiPotato, Faviang, Gimboid, Cheesefurtle, SuperHiro, OsirisV, Elenseel, Mairebleu, Mariofanatic, Paerarru, Lots42, Victory93, Mmundo, Unused000702, VVVBot, ClueBot, Skippy1212, PixelBot, Tezero, Legion2408, XLinkBot, MystBot, Addbot, Megata Sanshiro, Parabola2, Numbo3-bot, Jibow, Lightbot, NeoBatfreak, MuZemike, Mr T (Based), The Legendary Man, AnomieBOT, Rubinbot, IRP, Roux-HG, Xqbot, GrouchoBot, Alert01, NonameNameless, HeronGuard, Ndboy, Historygirl5, Full-date unlinking bot, Vkil, MarkAldred45, RE786896, Wwwhttp, Tbhotch, FluffyPug, Ripchip Bot, EmausBot, Word000, Control9000, NewsBot01, Splatterhouse5, H3llBot, TheHeronGuard, ClueBot NG, Despatche, Waterloosunset27, At09kg, YautjaVeteranWolf, The1337gamer, SNAAAKE!!, Landingdude13 and Anonymous: 155
- **Resident Evil Portable** *Source:* http://en.wikipedia.org/wiki/Resident_Evil?oldid=639365640 *Contributors:* Psychofish, Atlan, Frecklefoot, Liftarn, Tregoweth, Emperor, JWSchmidt, Darkwind, Dysprosia, Tedius Zanarakando, Mw66, Andrewman327, Saltine, K1Bond007, Knht, PeTae, Yas, Cfaerber, Lowellian, Aleron235, LGagnon, Hadal, Wereon, Garrett Albright, Gwalla, DocWatson42, Gtrmp, Oberiko, Ferkelparade, Orangemike, AngelHedgie, Curps, Gamaliel, Leonard G., Mboverload, DoubleCross, Comrade-HW, Chowbok, Mackeriv, OwenBlacker, Tubedogg, Kuralyov, Morgan695, Sam Hocevar, Boojum, Hellisp, Mschlindwein, Jh51681, Damieng, Canterbury Tail,

Zoganes, Yaz0r, PKFC, Discospinster, Qutezuce, EliasAlucard, YUL89YYZ, Ajplmr, Terrapin, ZeroOne, Aranel, Srbauer, Aqua008, Sockatume, Gnrlotto, Kross, Randolph Hoppe, Sietse Snel, Thunderbrand, ERW1980, 23skidoo, Feitclub, Zoggie50, Func, Cmdrjameson, Giraffedata, Aquillion, Joylock, Rje, Apostrophe, Jason One, Alansohn, Gary, Dcomings, CyberSkull, Atlant, Jtalledo, Kalle, Fritz Saalfeld, Lightdarkness, InShanee, Bart133, MoraSique, Wtmitchell, Erik, RPH, Docboat, Drat, Geraldshields11, CherryMay, Bsadowski1, Kouban, New Age Retro Hippie, SmthManly, Ron Ritzman, Stemonitis, Pekinensis, Veemonkamiya, Woohookitty, Mindmatrix, Blumpkin, John-1107, Madchester, FF7terra, Exxolon, M0zart, Cbustapeck, Diego Effio, Proteus Zero, Optichan, Crazysunshine, Wayward, Chris2311, Jordan Yang, Combination, Behun, Mandarax, Darren Jowlsen, Graham87, Jack Cox, BDeRuyck, El Mariachi, BD2412, Teflon Don, JIP, NubKnacker, Luigi2, Josh Parris, Jorunn, Rjwilmsi, Koavf, Jake Wartenberg, Ligulem, DouglasGreen, DaAzn-SaN, The wub, TheIncredibleEdibleOompaLoompa, Jakerome, Reedbeta, Elsan, SGCommand, Weebot, Yoursvivek, Papacha, Ynos, Who, Ewlyahooocom, Gurch, Mitsukai, Cvxfreak, Jonny2x4, Tysto, Hibana, Benlisquare, Gwernol, Ethica, Kafziel, Brandmeister (old), RussBot, Amckern, Hede2000, ZFGokuSSJ1, SluggoOne, Chaser, Gaius Cornelius, Wgungfu, Randall Brackett, Rhindle The Red, Barkeep49, Paultran, Smash, Snkcube, ONEder Boy, Gront, Joe 042293, Godzilla, APE992, Rmky87, The Filmaker, Tony1, Alex43223, Bobquest3, Podapol, Falcon9x5, Mr Fist, Jedi Striker, RobWill80, Rwalker, JSH-alive, Obi-WanKenobi-2005, Empty2005, OutRider2003, Lumaga, N. Harmonik, TransUtopian, Hirak 99, Keppa, Druff, Chopper Dave, Arthur Rubin, Chanheigeorge, Th1rt3n, Toddgee, JoanneB, Arc-Fatalis, CWenger, Fram, Kevin, ArielGold, Tsiaojian lee, DisambigBot, ViperSnake151, Kungfuadam, Zelosaurion, CrushNush, Kf4bdy, Tphi, Hide&Reason, DT29, SmackBot, GoldenXuniversity, KnowledgeOfSelf, Illusion Bomb, McGeddon, Ominae, Vald, Jagged 85, Alzrius, Wolf O'Donnell, Lengis, Kintetsubuffalo, Geoff B, Godfoster, Commander Keane bot, Yamaguchi 先生, Gilliam, Portillo, Doktor Wilhelm, Englishrose, Richfife, Wieners, Persian Poet Gal, SonOfNothing, Fplay, OrangeDog, SchiffyThree, XINVADER, Michael Baptista, The Moose, Onkelschark, DivineShadow218, AKKjuji, Darth Panda, Hotwiki, George Ho, Gruntyking117, Can't sleep, clown will eat me, MisterHand, Onorem, Cabanaguy, Bisected8, Rrburke, Addshore, Amazins490, Reycount, Dharmabum420, KnowBuddy, Fuhghettaboutit, Шизомби, HannuMakinen, Mr Minchin, Dreadstar, Derek R Bullamore, GaiusTimiusAwesomus, Jitterro, Marcus Brute, Wilt, Ohconfucius, CIS, Ravimakkar, HighwayCello, Krashlandon, Swatjester, Felisbino, Delf, Teodortenchev, Coredesat, WPetty, Sce-toaux, 041744, Matty-chan, Chrisch, MarkSutton, Caliber, Slakr, Grandpafootsoldier, Zeldamaster3, Childzy, Lord Moe, Waggers, David, Doczilla, TastyPoutine, Atirage, Ryulong, Kurtle, TPIRFanSteve, Texas Dervish, Cherry, Sonic Shadow, BloodRed, TJ Spyke, Raid3n, SimonD, Swotboy2000, A Obeidat, JoeBot, BlackMageJ, REexpert44, Sabrewing, Jousman, Schizogony, Painjoiker, Thai420, Tawkerbot2, Dlohcierekim, Flubeca, ChrisCork, JasonNixon, Ipu42, SkyWalker, Ari Rockefeller, Combatmaster, The Prince of Darkness, CmdrObot, RpgCyco, KyraVixen, StarScream1007, THINMAN, Mikalh, Matthew Auger, THF, Dgw, Mitchell-16, Smoove Z, Singerboi22, Null Ni-hils, Resident3vil, StephanieChan, Funnyfarmofdoom, Cydebot, OneWingedAngel20, Maggosh, Cambrant, Maxdkandalf86, Gogo Dodo, Agne27, TomMan, Dancter, Tawkerbot4, Blackgold29, The Scourge, Ike-bana, RVDDP2501, Superbeatles, Dizagaox, Piepie1, Satori Son, Nadirali, Cashew23, Poorleno, Epbr123, Barticus88, Interested2, Double Blade, Tmdean, Iowaseven, Headbomb, Marek69, Dario86, OrenBochman, Cooljuno411, NotoriousNick500, AntiVandalBot, Konman72, Seaphoto, Prolog, Efyo, TTN, AlexOvShaolin, Darklilac, Jhsounds, L0b0t, MRProgrammer, White Devil, Myanw, Gökhan, Karone, DCincarnate, Mad Pierrot, JAnDbot, TigerK 69, Gcm, MER-C, Gtorell, Power Slave, Methosruby, Penubag, Zeldafanjl, VoABot II, Applepeeler, Wikidudeman, Hasek is the best, JNW, Yandman, The Iron Invader, Aawood, Kernal, I JethroBT, Rmmiller69, 28421u2232nfencenc, \$yD!, Dell9300, Wildodeelf, DerHexer, JaGa, Wd-flake, DWMD w, Tyrant 004, Christiem, Geeness, Neo Geo, Krabath, MartinBot, Lightwind, Edgemaster9790, ARC Gritt, R'n'B, CommonsDelinker, Brothejr, Ehmc, PrestonH, Smokizzy, FMAFan1990, J.delanoy, Trusilver, Lg16spears, AAA!, Kthelmir, Mike.lifeguard, KrytenKoro, A Nobody, WarthogDemon, Tomgibbons, Moneyman777, Bradgnoyes, Viewtifulgary, 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TheDeviantPro, Zedoj, Djmikemartini, Blillard21, DASHBotAV, ClueBot NG, Gareth Griffith-Jones, MrWii000, CocuBot, Jenova20, Mattsnow81, Snotbot, Cntras, ScottSteiner, Rocket1377, BigAl2k6, Bernie W. Pope, Aresryu, Helpful Pixie Bot, ICEYOU88, Letuswinthemoney, Mymatthew123456789, ViFFeX, Krenair, Solton, Eliskuya2, Draco9904, Ashliveslove, Player017, IAmAmazing93, Nars99, MandandtheCity, Mfanforever, Robertz93, D3m0n9318, Plaidshirt23, KPay8675, Manuelarg654, At09kg, Shaun, Basicallyleveled, GConti2012, Norgizfox5041, SNAAAKE!!, Andyperez, Vodkasosa, Lv-426, Dizzzer, Favy10, AngelaVidal, KahnJohn27, TrollingCraft, GizmothedoughN, Sanvalentine23, Landroid17, RicoMartin, FabioC, PeterMan844, Zanshin84, Chariewells95, Jeromecamero, Lucastinglberi, Cue The Corruption, MississippiSouth, Landingdude13, Alfad1ver, M.Jormungand, Tomdawson42, Vacilao, 1989, Craftdraw, Chaoders and Anonymous: 1780

- **Resident Evil Confidential Report** *Source:* http://en.wikipedia.org/wiki/Mobile_games_in_the_Resident_Evil_series?oldid=641424137 *Contributors:* Cydebot, Unused000702, Addbot, Yobot, LilHelpa, John of Reading, SporkBot, Jenova20, Zackaback, BattyBot, Dobie80, Yamaha5, YiFeiBot and Anonymous: 8
- **Resident Evil: Genesis** *Source:* http://en.wikipedia.org/wiki/Mobile_games_in_the_Resident_Evil_series?oldid=641424137 *Contributors:* Cydebot, Unused000702, Addbot, Yobot, LilHelpa, John of Reading, SporkBot, Jenova20, Zackaback, BattyBot, Dobie80, Yamaha5, YiFeiBot and Anonymous: 8
- **Resident Evil: The Missions** *Source:* http://en.wikipedia.org/wiki/Mobile_games_in_the_Resident_Evil_series?oldid=641424137 *Contributors:* Cydebot, Unused000702, Addbot, Yobot, LilHelpa, John of Reading, SporkBot, Jenova20, Zackaback, BattyBot, Dobie80, Yamaha5, YiFeiBot and Anonymous: 8
- **Resident Evil: Revelations** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%3A%20Revelations?oldid=641631592> *Contributors:* Atlan, Tsuba, BD2412, Jonny2x4, DVdm, RadioFan, Rehevkor, Jagged 85, Geoff B, Hotwiki, Ohconfucius, Teancum, Hope(N Forever), TheFarix, FleetCommand, Mikalh, Rcldragon, Mblumber, Soetermans, E-Keo, X201, Nick Number, Jarkeld, CommonsDelinker, Lg16spears, Richiekim, SCB '92, Skier Dude, Casper10, OsirisV, Rct2guy, Varnent, Sjones23, Beem2, Kanten, Suriel1981, Rkole-gends, Unused000702, Caith, Mat wang, Svick, DragonZero, JohnnyMrNinja, Wonchop, Martarius, Tintor2, Arjayay, The Phantom-naut, WikHead, MystBot, Addbot, Super mario fan, The Editor 155, Darkness2005, St0yl3s, NeoBatfreak, Luckas-bot, Yobot, Fraggle81, AnomieBOT, Miyomo128, Xqbot, CoolingGibbon, 1wolfblake, Trut-h-urts man, Sergecross73, FrescoBot, ProtoDrake, Smijes08, Lightloweman, Reach Out to the Truth, ZZanimar, Dominator92, EmausBot, WikitanvirBot, Nerulos, Niwi3, JoannaSRobinson, Bt8257, Revenantsoulx3, Hounder4, Serivip, ZéroBot, CrimsonBot, Chase Payne, ChuispastonBot, SimpsonsMan1234, AnddoX, ClueBot NG, TheTrueGamerX, ZeraX7, Horseman16, Satellizer, Easy4me, Muon, REgamer96, Blxftw, Wikiman2099, Panye1990, Ashtang775, Was-beer, Gary Shum, JuliusMax, Wiki13, Gabriel Yuji, MusikAnimal, Sportsben7, Player017, DrRockso87, Cyphid, Vwow1996, Starphoria, The1337gamer, Partylist, Leon McLane, BattyBot, Kryphone12, Leonsuper, SNAAAKE!!, Vicious-H, Cerabot, Kbra, Tagmon64, KahnJohn27, Masih DefJam, Jandbadbay, DarkToonLink, Phoenixzero7, Triv642, Wikigames1, Eric24x, Interrexconsul, PeterMan844, MississippiSouth, LeechQueen, AdrianGamer, FromLove, Sterlite7, Craftdraw and Anonymous: 225
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- **Resident Evil (film series)** *Source:* [http://en.wikipedia.org/wiki/Resident%20Evil%20\(film%20series\)?oldid=641828119](http://en.wikipedia.org/wiki/Resident%20Evil%20(film%20series)?oldid=641828119) *Contributors:* DocWatson42, Mad Hatter, Erik, BD2412, Rjwilmsi, Vegaswikian, Bgwhite, RussBot, Rsrikanth05, ONEder Boy, Plazman, Nick, Obi-WanKenobi-2005, Pfeirick, JJL, SmackBot, Jagged 85, Geoff B, Chris the speller, Gspbeetle, Cattus, Hotwiki, Beetstra, OnBeyondZebrax, RedEyesMetal, Senorelrobot, Cydebot, Ss112, Wikid77, Robsinden, Noneofyourbusiness, Headbomb, JustAGal, Nick Number, Shabook, Tebancute, MB1972, Arcadina, Magioladitis, Christiem, Walle83, R'n'B, Lg16spears, Shadow Android, Rcarter555, Nitroblu, Wiikipedian, Y, StAnselm, RickDesper, Ttongyb1, Rhysy54, Aspects, Mojoworker, TaerkastUA, Martarius, Kumagoro-42, EoGuy, Rodney420, Resoru, Muhandes, Alpha92613, Uservnamemehr, WikHead, Mifter, Thebestoffall007, Addbot, St0yl3s, Byakuya Truelight, Neo-Batfreak, Vegaswikian1, Luckas-bot, Ank20, Ptbotgourou, Fragle81, Amirobot, Dlogronios, AnomieBOT, KiasuKiasuMan, Materialscientist, Broodingomnipresence, Citation bot, LilHelpa, Millahhma, Rawhunger, Betty Logan, Tiller54, Danhell66, Cwgreece, Slivukas, ProtoDrake, Cannolis, Lucia Black, Spidey104, Deadwing2112, Originaljohnny, MikeAllen, RjwilmsiBot, EmausBot, NotAnonymous0, Gimmetoo, ZéroBot, Williebago, KuduIO, H3llBot, Zuko Halliwell, RRabbit42, Polisher of Cobwebs, Smartie2thaMaxXx, Ryanlively, GhostFace1234, TheDeviantPro, SeijiE, D4nnyw14, Forsaken7, Thecmelion, ClueBot NG, Jenova20, Killingme, SilentResident, Sdigly, Delusion23, Easy4me, Theopolisme, MarcFernando77, Krenair, Borja21, Sheila Keeler, Eliskuya2, Ephemerasylum, Cpt.Kent James, Mark Arsten, VycDarkshadow, Hardy22j, Lightningalex1, Santa41116, BRAYLEON, BattleshipMan, Thegirliestshow, BattyBot, Eden-Cole, Pratyaa Ghosh, Aadiliwiki, Norgizfox5041, Khazar2, SNAAAKE!!, Dobie80, Moondalek101, Dexbot, Mogism, ActionLadies, Cometcrush21, Zyma, Koala15, DataEdit101, Epicgenius, Smarty9108, Awesomenekids14, I am One of Many, Hitdog2468, Hottopic123, Tentinator, Jeremy 412, Chanpaul 1113, Ginsuloft, Victor071, G S Palmer, MythoEditor, MississippiSouth, TerryAlex, Mary146 and Anonymous: 323

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- **Resident Evil: Extinction** *Source:* <http://en.wikipedia.org/wiki/Resident%20Evil%3A%20Extinction?oldid=642096732> *Contributors:* SimonP, Djungelurban, Dimadick, David Gerard, Ido50, Michael Devore, Rick Block, Alexf, Gscshoyru, Mh, Clubjuggle, Rich Farmbrough, Vsmith, Naive cynic, Xezbeth, Horkana, MarkS, JoeSmack, *drew, Thunderbrand, Drmagic, Bobo192, NetBot, 23skidoo, Small-jim, Elementalish, Orangemarlin, Alansohn, CyberSkull, Bathrobe, User6854, Lord Pistachio, Jaardon, Brown Shoes22, Mad Hatter, Erik, Tony Sidaway, RainbowOfLight, SteinbDJ, Klparrat, SmithManly, Tom.k, Sam Vimes, Bacteria, Kelly Martin, LOL, Madchester, Polyparadigm, Trogga, AnmaFinotera, Siqbal, BD2412, MattSutton1, GrundyCamellia, RadioActive, Icey, Rjwilmsi, Koavf, Kinu, Vegaswikan, Smiker, MarnetteD, Yamamoto Ichiro, A Man In Black, FlaBot, McPhail, Doc glasgow, Latka, Who, Gurch, Jay-W, Arctic.gnome, Jonny2x4, Tedder, Miffy900, CStyle, Gwernol, YurikBot, Borgx, Quentin X, Dj HaQ, Brandmeister (old), Wisekwai, Loom91, Malevious, Splash, C777, Gaius Cornelius, Pseudomonas, Kimchi.sg, Nahallac Silverwinds, Spike Wilbury, Gangerli, ONEder Boy, Maverick Leonhart, Joe 042293, Irishguy, The Filmmaker, Kelvingreen, TheMonkofDestiny, Terpdx, Tony1, Ma3nocom, EEMIV, Zythe, Thehomerunkid, Empty2005, Xino, N. 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