

= Resident Evil 5 =

Resident Evil 5, known in Japan as Biohazard 5 (バイオハザード5 , Baiohaz?do 5), is a survival horror third @-@ person shooter video game developed and published by Capcom . The fifth major installment in the Resident Evil series , the game was released for the PlayStation 3 and Xbox 360 consoles in March 2009 and for Microsoft Windows in September of that year . Resident Evil 5 was re @-@ released for PlayStation 4 and Xbox One In June 28 , 2016 . Resident Evil 5 's plot involves an investigation by Chris Redfield and Sheva Alomar of a terrorist threat in Kijuju , a fictional region of Africa . Chris soon learns that he must confront his past in the form of an old enemy , Albert Wesker .

The game was announced in 2005 , the same year predecessor Resident Evil 4 was released . Several staff members from the original Resident Evil worked on Resident Evil 5 . Motion capture was used for the game 's cutscenes , and it was the first video game to use a virtual camera system . Resident Evil 5 's gameplay was similar to that of the previous installment , and producer Jun Takeuchi said that themes from the original game were used . Resident Evil 5 had a mostly positive reception , although the game was criticised for problems with its controls . Outselling its predecessor , Resident Evil 5 became the franchise 's best @-@ selling individual game . A sequel , Resident Evil 6 , was released in 2012 .

= = Gameplay = =

Resident Evil 5 is a third @-@ person shooter with an over @-@ the @-@ shoulder perspective . Players can use a number of weapons (including handguns , shotguns , automatic rifles , sniper rifles and grenade launchers) in addition to melee attacks . Wounding an enemy with a firearm often causes them to stagger ; if the player is in close range , an icon will appear with the option of a melee attack such as an uppercut or a somersault kick . Players can make quick 180 @-@ degree turns to evade enemies . Many of the game 's cutscenes and boss battles involve quick time events .

Like its predecessor Resident Evil 4 , although players cannot run and shoot at the same time they can upgrade weapons with money and treasure and heal themselves with herbs . New features include infected enemies with guns and grenades , the ability to upgrade weapons at any time from the inventory screen (rather than finding a merchant) and the equipping of weapons and items in real time during gameplay . Each player can store nine items (unlike the previous games , the item size is irrelevant ; an herb or a grenade launcher each occupy one space) , and four items may be assigned to the D @-@ pad .

Resident Evil 5 supports two @-@ player co @-@ operative gameplay . The first player controls Chris Redfield , and a second player can control Sheva Alomar . If a person plays alone , Sheva is controlled by the game 's artificial intelligence . When the game has been completed once , there is an option to make Sheva the primary character . Two @-@ player mode is available online or split @-@ screen with a local player . A second player joining a split @-@ screen game in progress will make the game reload the last checkpoint ; the second player joining an online game will have to wait until the first player reaches the next checkpoint (or restarts the previous one) to play . Split @-@ screen mode presents the game in two windows with the wide @-@ screen proportions of one @-@ player mode , rather than splitting the screen in two , and the entire screen is not utilized . Players are separated at points during gameplay ; if one player has critical health , only their partner can resuscitate them . Players can trade items during gameplay , although weapons cannot be traded with online players .

A version of the Mercenaries minigame which debuted in Resident Evil 3 is included in Resident Evil 5 . When the game was released the minigame multiplayer mode was offline only , but a release @-@ day patch gave the game online multiplayer modes . Mercenaries unlocks when the game 's story mode has been completed . This minigame places the player in an enclosed environment with a time limit . Customised weapons cannot be used , and players must search for weapons , ammunition and time bonuses while fighting a barrage of enemies to score as many points as

possible within the time limit .

= = Plot = =

Five years after the events of Resident Evil 4 Chris Redfield , a former Special Tactics and Rescue Service member and now part of the Bioterrorism Security Assessment Alliance (BSAA) , is dispatched to Kijiju in Africa . He and his new partner Sheva Alomar are tasked with apprehending Ricardo Irving before he can sell a bio @-@ organic weapon (BOW) on the black market . When they arrive , they discover that the locals have been infected by parasites (those infected are called " Majini ") and the BSAA Alpha Team have been killed . Chris and Sheva are rescued by BSAA 's Delta Team , which includes Sheva 's mentor Josh Stone . In Josh 's data Chris sees a photograph of Jill Valentine , his old partner , who is presumed dead after a confrontation with Albert Wesker . Chris , Sheva and Delta Team close in on Irving , but he escapes with the aid of a hooded figure . Wesker leaves documents which lead Chris and Sheva to marshy oilfields where Irving 's deal is to occur , but they discover that the documents are a diversion . When Chris and Sheva try to regroup with Delta Team , they find the team slaughtered by a BOW ; Sheva cannot find Josh among the dead . Determined to learn if Jill is still alive , Chris does not report to headquarters .

Continuing through the marsh , they find Josh injured but safe and track down Irving 's boat with his help . Irving injects himself with a parasite variant , Las Plagas , and mutates into a huge octopus @-@ like beast . Chris and Sheva defeat him , and his dying words lead them to a nearby cave to learn more . The cave is the source of a flower used to create the Progenitor virus , which led to the T- and G @-@ viruses and has been used to form Uroboros (a new , powerful strain) . Chris and Sheva find evidence that Tricell , the company funding the BSAA , took over a former Umbrella Corporation underground laboratory and continued Umbrella 's research . In the facility are thousands of capsules holding human test subjects . Although Chris discovers that one of the capsules is Jill 's , it is empty . When they leave , they discover that Tricell CEO Excella Gionne has been plotting with Wesker to launch missiles with the Uroboros virus across the globe ; it is eventually revealed that Wesker hopes to take a chosen few from the chaos of infection and rule them , creating a new breed of humanity . Chris and Sheva pursue Excella , but are stopped by Wesker and a mind @-@ controlled Jill . Excella and Wesker escape to a Tricell oil tanker ; Chris and Sheva fight Jill , subduing her and removing the mind @-@ control device before she orders Chris to follow Wesker .

Chris and Sheva board the tanker and encounter Excella , who escapes after dropping a case of syringes ; Sheva keeps several . When Chris and Sheva reach the main deck , Wesker announces over the ship 's intercom that he has betrayed and infected Excella with Uroboros . She mutates into a giant monster , which Chris and Sheva defeat . Jill radios in , telling Chris and Sheva that Wesker must take precise , regular doses of a virus to maintain his strength and speed ; a larger or smaller dose would poison him . Sheva realizes that Excella 's syringes are doses of the drug . Chris and Sheva follow Wesker to a bomber loaded with missiles containing the Uroboros virus , injecting him with additional doses . Wesker tries to escape on the bomber ; Chris and Sheva disable it , making him crash @-@ land in a volcano . Furious ? Wesker exposes himself to Uroboros and chases Chris and Sheva through the volcano . They fight him , and the weakened Wesker falls into the lava before Chris and Sheva are rescued by a helicopter piloted by Jill and Josh . As a dying Wesker attempts to drag the helicopter into the volcano , Chris and Sheva blast the rocket @-@ propelled grenades at Wesker 's position , finally killing him and ending his threat once and for all . In the game 's final cutscene , Chris wonders if the fight is worthwhile . Looking at Sheva and Jill , he decides to live in a world without fear .

= = Development = =

Resident Evil 5 was developed by Capcom and produced by Jun Takeuchi , who had directed Onimusha and produced Lost Planet : Extreme Condition . Keiji Inafune , promotional producer for Resident Evil 2 and executive producer of the PlayStation 2 version of Resident Evil 4 , supervised

the project . In February 2007 , members of Capcom 's Clover Studio were asked to help develop the game ; many of the studio 's developers instead worked on Resident Evil : The Umbrella Chronicles , which debuted for the Wii . Several staff members who worked on the original Resident Evil were involved in Resident Evil 5 's development . The game 's scenario was written by Haruo Murata and Yoshiaki Hirabayashi , based on a story idea by concept director Kenichi Ueda . Takeuchi announced that the game would retain the gameplay model introduced in Resident Evil 4 , with themes from the original Resident Evil . Tsukasa Takenaka provided additional story background and created the in @-@ game files .

Takeuchi said that about three years of " actual development time " were spent on the game , after a year devoted to concept and planning . At its development peak , about 110 people worked on the project . The decision for co @-@ operative gameplay was made " part @-@ way " through development , for a new experience in a Resident Evil game . Despite initial concern that a second player would dampen the game 's tension and horror , it was later realized that a second player could increase tension in situations where one player had to be rescued . Takeuchi said that the decision to have both screens in their original 16 : 9 ratio in split @-@ screen mode was influenced by a desire to avoid stacking the screens (which might be distracting) , and the restriction on simultaneously moving and shooting was retained to increase player tension with the inability to move freely . Takeuchi cited the film Black Hawk Down and his experience working on Lost Planet : Extreme Condition as influences on Resident Evil 5 .

Although previous Resident Evil games are primarily set at night , the events of Resident Evil 5 occur almost entirely during the day . Director Yasuhiro Anpo said in July 2008 that the game 's daytime setting was due to advanced graphics capabilities , which gave the developers more lighting options . Takeuchi said that the film 28 Days Later , set primarily outdoors during the day , demonstrated that horror could be created without darkness . Anpo said that since Resident Evil 4 was " a very long game " and occasionally tedious , they would try to make Resident Evil 5 " a little shorter " and more exciting . Resident Evil 5 runs on version 1 @.@ 4 of Capcom 's MT Framework engine , with scenes recorded by motion capture . It was the first video game to use virtual cameras , which allowed the developers to see character movements in real time as the motion @-@ capture actors recorded . Actors Reuben Langdon , Karen Dyer and Ken Lally portrayed Chris Redfield , Sheva Alomar and Albert Wesker . Some of the game 's animation could not be recorded with motion capture and was hand @-@ keyed , and motion @-@ capture scenes were often retouched by hand to make them look more realistic or vivid .

Kota Suzuki was the game 's principal composer , with additional music by Hideki Okugawa , Akihiko Narita and Seiko Kobuchi . Suzuki said that the daytime setting of Resident Evil 5 did not significantly influence its score , although due to increased visibility it required the precise synchronisation of sound effects and on @-@ screen action . The composer 's electronic score includes 15 minutes of orchestral music , recorded at the Newman Scoring Stage of 20th Century Fox Studios in Los Angeles with the 103 @-@ piece Hollywood Studio Symphony . Additional orchestral music and the orchestral arrangements were by Wataru Hokoyama , who conducted the orchestra . Capcom recorded in Los Angeles because they wanted a Hollywood @-@ style soundtrack to increase the game 's cinematic value and global interest . Resident Evil 5 's soundtrack features an original theme song , composed by Kota Suzuki and sung by Oulimata Niang .

= = Marketing and release = =

Resident Evil 5 was introduced by Capcom on July 20 , 2005 , and the company showed a brief trailer for the game at E3 2007 . Its full E3 trailer became available on the Xbox Live Marketplace and the PlayStation Store on July 26 , 2007 . A new trailer , shown at the Captivate 08 media summit , debuted on Spike TV 's Gametrailers TV on May 31 , 2008 and on the GameTrailers website . A playable game demo was released in Japan on December 5 , 2008 for the Xbox 360 , in North America and Europe for the Xbox 360 on January 26 , 2009 and on February 2 for the PlayStation 3 . Worldwide downloads of the demo exceeded four million for the two consoles , with

over 1 @.@ 8 million from January 26 to January 29 .

On January 21 , 2009 , D + PAD Magazine reported that Resident Evil 5 would be released with limited @.@ edition Xbox 360 box art ; pictures of the limited @.@ edition box claimed that it would allow two to sixteen players to play offline via System Link . Although Capcom said that their " box art isn 't lying " , the company did not provide any more details . Capcom soon issued another statement that the box @.@ art information was incorrect , and System Link could support only two players . Microsoft released a limited @.@ edition , red Xbox 360 Elite console which was sold with the game . The package included a Resident Evil Premium Theme for the Xbox 360 Dashboard and a voucher for Super Street Fighter II Turbo HD Remix from Xbox Live .

Resident Evil 5 was released for PlayStation 3 and Xbox 360 in March 2009 , and Capcom released a dedicated Game Space on PlayStation Home . The space , Resident Evil 5 " Studio Lot " (Biohazard 5 " Film Studio " in Japan) , had as its theme the in @.@ game location of Kijuju . Its lounge offered Resident Evil 5 @.@ related items for sale , events and full game @.@ launching support . Some areas of the space were available only to owners of Resident Evil 5 . The space was released on March 5 , 2009 in all PlayStation Home regions , and was retired in 2012 . A Microsoft Windows version was released in September 2009 . This version , using Nvidia 's 3D Vision technology through DirectX 10 , includes additional costumes and a new mode in the Mercenaries minigame . Resident Evil 5 was re @.@ released on PlayStation 4 and Xbox One on June 28 , 2016 , with a physical disc copy following in the Americas on July 12 , 2016 . Resident Evil 5 was re @.@ released on Shield Android TV in May 2016 .

= = Additional content = =

Shortly before the release of Resident Evil 5 it was announced that a competitive multiplayer mode , Versus , would be available for download in several weeks . Versus became available for download in Europe and North America on April 7 , 2009 on the Xbox Live Marketplace and the PlayStation Store . Versus has two online game types : " Slayers " (a point @.@ based game challenging players to kill Majini) and " Survivors " , where players hunt each other while dodging and attacking Majini . Both modes can be played by two @.@ player teams . The Microsoft Windows version of Resident Evil 5 originally did not support downloadable content (DLC) .

During Sony 's press conference at the 2009 Tokyo Game Show Capcom announced that a special edition of the game , Biohazard 5 : Alternative Edition , would be released in Japan for the PlayStation 3 in the spring of 2010 . This edition supports the PlayStation Move accessory and includes a new scenario , " Lost in Nightmares " , where Chris Redfield and Jill Valentine infiltrate one of Oswell E. Spencer 's estates in 2006 . Another special edition of the game , Resident Evil 5 : Gold Edition , was released for the Xbox 360 and PlayStation 3 in North America and Europe . Gold Edition includes " Lost in Nightmares " and another campaign @.@ expansion episode , " Desperate Escape " , where players control Josh Stone and Jill Valentine as they assist Chris and Sheva . The edition also includes the previously released Versus mode , four new costumes and an alternate Mercenaries mode with eight new playable characters , new items and maps . Like Alternative Edition , Gold Edition supports the PlayStation Move accessory with a patch released on September 14 , 2010 .

In addition to Gold Edition both episodes and costume packs are available as DLC , with two of the eight new Mercenaries Reunion characters bundled with each downloadable item ; after buying all five sets of DLC , players own all content on the disc . This only applies to the PlayStation 3 version ; the Xbox 360 version has no DLC on the disc . The Xbox 360 version comes with a download token allowing free download of all DLC , and the PlayStation 3 version has all of the new content on disc . The disc was released in the United States on March 9 , 2010 , and in Europe on March 12 . " Lost in Nightmares " and the first costume pack were available for download on both consoles in February 2011 , and " Desperate Escape " and other costume packs were released in March . On November 5 , 2012 , Resident Evil 5 : Gold Edition was placed on the PlayStation Network as a free download for PlayStation Plus users during that month .

As part of the game 's conversion to Steamworks , Gold Edition was released for Microsoft

Windows on March 26 , 2015 . Owners of the game from Steam or as a boxed retail Games For Windows Live can acquire a free Steamworks copy of the base game and purchase the new Gold Edition content . Capcom also confirmed a way around limitations in the Gold Edition release for Steamworks which returns support for DirectX 10 and Nvidia 3D Vision as seen in the Games for Windows Live version .

= = Reception = =

= = = Sales = = =

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 copies sold . It was the fastest @-@ selling game of the franchise in the United Kingdom , and the biggest Xbox 360 and PlayStation 3 game release in the region . As of December 2014 , Resident Evil 5 has sold 6 @.@ 7 million copies worldwide for PlayStation 3 and Xbox 360 , making it the bestselling Resident Evil game and the all @-@ time bestselling Capcom game .

= = = Critical response = = =

Resident Evil 5 received positive reviews . Although the game was praised for its graphics and gameplay , it was criticized for issues with its controls . Corey Cohen of Official Xbox Magazine complimented the game 's fast pace , and called the graphics " gorgeous " . It was praised by Joe Juba and Mark Miller of Game Informer , who said that it had the best graphics of any game to date and the music and voice acting helped bring the characters to life . However , Juba said that the inability to move and shoot at the same time seemed more " like a cheap and artificial way to increase difficulty than a technique to enhance tension . " Chris Hudak of Game Revolution reviewed Resident Evil 5 favorably . Lamenting the game 's departure from the survival horror genre , Hudak concluded that " the gorgeous environs , character models and overall visuals , and the adrenaline @-@ soaked cooperative gameplay (wonky , stodgy Capcom controls and all) cannot be denied . "

Adam Sessler of X @-@ Play said that although the game 's graphics were exceptional , the single @-@ player artificial intelligence was hard to play through and he was disappointed in the controls taken (he felt) from Resident Evil 4 . Edge praised Resident Evil 5 's gameplay as exhilarating and frantic , echoing criticism of the control system . For IGN , Ryan Geddes wrote that the split @-@ screen cooperative mode was very confusing but the game had a surprisingly high replay value . According to GameZone 's Louis Bedigian , " 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 . " Criticizing the game 's departure from survival horror and its inability to move and shoot (or stab) , Brian Crecente of Kotaku blogged : " From beginning to end , this latest Resident Evil delivers a riveting and intense experience well worth the time spent playing it . "

James Mielke of 1UP.com compared Resident Evil 5 to Gears of War 2 . He criticized several inconsistencies in the game , such as the enemies ' artificial intelligence and the ability to interact with objects and use cover . Mielke also criticized its controls , saying that aiming was too slow and noting the inability to strafe away from (or quickly jump back from) enemies . However , he concluded , " Despite the excruciating detail I 've poured into describing the problems [Resident Evil 5] creates for itself , this is still a very fun game . " Kristan Reed of Eurogamer also criticized aspects of the controls , such as the speed at which 180 @-@ degree turns were performed and difficulty accessing inventory . According to Reed , Resident Evil 5 felt a lot like past games in the franchise and was " just like any other third person action shooter " .

Steven Hopper of GameZone rated the " Lost in Nightmares " DLC eight out of ten : " 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 . " Samuel Claiborn of IGN rated the " Desperate Escape " DLC seven out of ten : " Despite Desperate Escape 's well @-@ crafted action sequences , I actually found myself missing the unique vibe of Lost in Nightmares . The dynamic between Jill and Josh isn 't particularly thrilling , and the one @-@ liners , banter and endearing kitsch are kept to a minimum . " Resident Evil 5 was nominated as Best Action Game at the 2009 IGN Game of the Year Awards .

= = = = Allegations of racism = = = =

Resident Evil 5 's 2007 E3 trailer was criticized for depicting a white protagonist killing black enemies in a small African village . According to Newsweek editor N 'Gai Croal , " There was a lot of imagery in that trailer that dovetailed with classic racist imagery " , although he acknowledged that only the preview had been released . The second trailer for the game (released on May 31 , 2008) revealed a more racially diverse group of enemies and the half @-@ African BSAA agent Sheva , who assists the protagonist . Takeuchi denied that complaints about racism had any effect in altering the design of Resident Evil 5 , saying that the game 's producers were surprised by the controversy . In an interview with MTV , he said that Capcom 's staff was racially diverse and acknowledged that different cultures may have had differing opinions about the trailer . In a Computer and Video Games interview , producer Masachika Kawata also addressed the issue : " 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 . "

In Eurogamer 's February 2009 preview of Resident Evil 5 , Dan Whitehead expressed concern about controversy the game might generate : " 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 said that the addition of the " light @-@ skinned " Sheva " compounds the problem rather than easing it . " Chris Hudak called the racism allegations " stupid " : " If you are aware from the outset that the game takes place in Africa and yet you are still troubled by any skin @-@ tone @-@ related aspects ... there exists the possibility of simple , congenital retardation on your own part . "

Wesley Yin @-@ Poole of VideoGamer.com said that despite the controversy the game was attracting due to alleged racism , no expert opinion had been sought . He asked Glenn Bowman , senior lecturer in social anthropology at the University of Kent , whether he thought the game was racist . Bowman considered the racism accusations " silly " , saying that the game had an anti @-@ colonial theme and those complaining about the game 's racism might be expressing an " inverted racism which says that you can 't have scary people who are black . " It was reported that one cutscene in the game scene showed " black men " dragging off a screaming white woman ; according to Yin @-@ Poole , the allegation was incorrect and the single man dragging the woman was " not obviously black . " The scene was submitted to the British Board of Film Classification for evaluation . BBFC head of communications Sue Clark said , " There is only one man pulling the blonde woman in from the balcony [and he] is not black either . As the whole game is set in Africa it is hardly surprising that some of the characters are black ... we do take racism very seriously , but in this case there is no issue around racism . "