

= Resident Evil 4 =

Resident Evil 4 , known in Japan as Biohazard 4 , is a survival horror third @-@ person shooter video game developed and published by Capcom . The sixth main entry in the Resident Evil horror series , the game was originally released for the GameCube in North America and Japan in January 2005 , and in Europe and Australia in March 2005 . 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 rural area of Spain , Leon fights hordes of violent villagers and mutated monsters , and reunites with the mysterious spy Ada Wong .

It was first hinted at the December 1999 release , Resident Evil 4 underwent a long development time during which four proposed versions of the game were discarded . 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 . 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 downsized versions for iOS , Zeebo and Android (exclusive to Samsung outside of Japan) .

Resident Evil 4 garnered critical acclaim . It received many Game of the Year awards for 2005 , and was seen as a successful cross @-@ platform hit that influenced the evolution of the survival horror and third @-@ person shooter genres . The game pioneered and popularized the " over the shoulder " third @-@ person view perspective in video games . It has since been widely considered to be one of the best video games of all time .

= = Gameplay = =

The player controls the protagonist Leon S. Kennedy from a third @-@ person perspective . The gameplay focuses on action and shootouts involving crowds of enemies in large open areas . The camera is placed behind Leon , and zooms in for an over @-@ the @-@ shoulder view when aiming a weapon , or a first @-@ person view when aiming with a sniper rifle . There is no crosshair for firearms , instead , every firearm has a laser sight . Unlike previous games where players can only shoot straight , up or down , players have more options . For example , shots to the feet can cause enemies to stumble , shots to the arms can make them drop their weapons , and headshots instantly kills most human enemies . Players can shoot at projectiles like thrown axes or scythes .

Another aspect of Resident Evil 4 , new to the series , is the inclusion of context @-@ sensitive controls . Based on the situation , players can interact with the environment : kicking down a ladder , jumping out of a window , dodging an attack or executing a " finishing move " on weakened enemies . 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 fights , where the player must avoid instant kill attacks .

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) .

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 .

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 . " Ada 's Report " , a five @-@ part documentary , analyzes Ada 's relationship with Wesker and his role in the plot . 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 .

= = 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 . He travels to a nameless rural village in an unspecified part of Spain , 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 . He finds himself held captive with Luis Sera (Rino Romano) , a former Los Illuminados researcher . 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 . They both escape from the church after Osmund Saddler (Michael Gough) , leader of the Illuminados , reveals his plan to use the plaga they injected into Ashley to manipulate her into injecting the president of the United States with the " sample " (a Master Plaga) once she returns home , allowing Saddler to begin his conquest of the world . 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 who owns the castle , 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 . 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 .

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 . 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 . Suspicious of the mercenary 's intentions , Saddler orders Krauser to kill Leon , believing that no matter which one dies , he will benefit . 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 , leaving Leon and Ashley to escape via her jet @-@ ski as the island self @-@ destructs .

= = Development = =

= = = Scrapped versions = = =

First hinted at in early December 1999 , Resident Evil 4 underwent a lengthy development time during which at least four proposed versions of the game were discarded . 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 . Around the turn of the millennium , Resident Evil 2 writer Noboru Sugimura created a scenario for the title , based on Kamiya 's idea to

make a " cool " and " stylish " action game . The story was based on unraveling the mystery surrounding the body of protagonist Tony , an invincible man with skills and an intellect exceeding that of normal people , with his superhuman abilities explained with biotechnology . 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 . 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 . Though the developers tried to make the " coolness " theme fit into the world of Resident Evil , 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 . The cast of characters remained largely identical to that in Sugimura 's scenario , although the hero 's mother and his father , the latter an early version of the Umbrella Corporation founder Lord Oswell E. Spencer , were written out of the story . The game 's new title was revealed as Devil May Cry , released for the PlayStation 2 in August 2001 , resulting in its own franchise .

Development on Resident Evil 4 started over at the end of 2001 . The first official announcement of the game was made in November 2002 , as one of five games exclusively developed for the GameCube by Capcom Production Studio 4 . This revision , commonly dubbed the " fog version " , was directed by Hiroshi Shibata and was 40 percent finished at that time . The game saw Leon S. Kennedy desperately struggling to survive after having infiltrated the castle @-@ like Umbrella 's main headquarters located in Europe and featured traditional Resident Evil monsters such as zombies . During the course of the new story which was again written by Sugimura 's scenario creation company Flagship , Leon became infected with the Progenitor Virus and possessed a hidden power in his left hand . 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 . The game was to feature some first @-@ person perspective gameplay elements .

At E3 2003 , another revision was revealed that is widely known as the " hook man version " now , though officially titled Maboroshi no Biohazard 4 (??? ???????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 ! " 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 . 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 . 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 . Other features , such as dialogue choices , were removed later . 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 .

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 . 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 .

The story of the Progenitor Virus was eventually covered in Resident Evil 5 and the Spencer Estate became the setting for Resident Evil 5 downloadable content (DLC) pack " Lost in Nightmares " (featuring Chris Redfield and Jill Valentine) .

= = = Final version = = =

Following that , it was decided to reinvent the series . Mikami took over directorial duties from Shibata and began working on the version that was released . In an interview with Game Informer , Mikami explained his decision to shift to a new gameplay system is due to the feeling that the older system is " more of the same " after playing Resident Evil 0 . He says that he only felt nervous once more when playing with the newer system . Speaking for the team , game producer Hiroyuki Kobayashi mentioned how the staff were " tired of the same thing " and how some got bored and moved on to other projects . In addition to that , the producer also felt that the older format was " stuck in a cookie cutter mold " and described it as " shackles holding us down " .

However , despite what Kobayashi said , not every single staff member were on the same page about changing the gameplay system . Kobayashi mentioned how some of the development team felt depressed and were hard to motivate after the focus of the game shifted from horror to action . 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 . 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 . 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 . 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 . 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 " .

The game 's English voice actors recorded their parts in four sessions , over three to four months . Capcom assigned Shinsaku Ohara as the game 's script translator and voice over coordinator . 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 " . She also described Kennedy 's character as " more brawn , perhaps , than brain " . 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 .

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 . 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 .

= = 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 . Australia received an exclusive collector 's edition that came

with the game and a bonus disc with interviews and creator 's footage .

= = = 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 . According to producer Masachika Kawata , the Separate Ways campaign was something thought up by the PS2 porting team and was added after getting approval from Shinji Mikami . The port was later included with Resident Evil Code : Veronica X and Resident Evil Outbreak as part of the compilation Resident Evil : The Essentials . 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 SteelBook media case , along with the art book , a documentary DVD , and a cel art of Ada .

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 . The shadow and lighting issues were fixed in the first and only patch for the game , Version 1 @.@ 10 .

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 . 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 . The Wii Edition became available for download from the Wii U 's Nintendo eShop in Europe on October 29 , 2015 .

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 . 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 . The game uses the MascotCapsule eruption engine and was adapted to the Zeebo and iOS platforms . 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 , though some players were able to purchase and download the game . The game has since been officially released in Japan and North America . 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 .

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 . 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 for the

PlayStation Network and Xbox Live Games on Demand . 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 . 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 . 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 . Resident Evil 4 will be re @-@ released on PlayStation 4 and Xbox One on August 30th 2016

In April 2013 , Resident Evil 4 was released on Android , but outside of Japan it is exclusive to Samsung through Samsung Galaxy Apps .

== Merchandise ==

An album titled Biohazard 4 Original Soundtrack was released in Japan on December 22 , 2005 . It contains 62 compositions from the game and the 48 @-@ page Visual Booklet with liner notes from composers Shusaku Uchiyama and Misao Senbongi . Other merchandise for the game included figures by McFarlane Toys , NECA and Hot Toys . Agatsuma Entertainment has also created various miniature collectibles based on several main characters and enemies from Resident Evil 4 . Two special controllers designed to resemble chainsaws were designed by NubyTech for use with the game 's GameCube and PlayStation 2 versions .

== Reception ==

== Sales ==

The 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 . 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 . As of September 30 , 2011 , the PS2 version has sold 2 @. @ 2 million units and the Wii Edition has sold 1 @. @ 9 million units . 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 . In addition , the 2014 Windows release of Ultimate HD Edition sold more than 560 @, @ 000 units on Steam , as of May 2016 .

== Reviews ==

Resident Evil 4 was critically acclaimed and received an overall score of 96 / 100 on Metacritic for the GameCube and PlayStation 2 versions . 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 " . Yahoo ! Games ' Adam Pavlacka and GameSpot 's Kevin VanOrd acclaimed Capcom for adding great amounts of detail to the game 's characters . 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 . 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 " . 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 and Game Over Online . G4 TV show X @-@ Play gave it a 5 out of 5 , for introducing a new style of gameplay for the series as well as incorporating moments where the player would have to interact with the cut scenes . Not long after , it was awarded as the best game ever reviewed on the show . The makers of Resident Evil 4 worked on various innovations associated with the use and inventory of weapons . Game Over stated that players can use the vast array of weapons to " go for headshots now " . 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 .

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 generally positive reviews from IGN and GameSpot that praised the gameplay . 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 . British magazine NGamer gave the Wii Edition a score of 96 % , 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 . IGN praised the Wii version , stating it is the superior edition , but does not push the Wii like it did with GameCube and PS2 . GameSpot praised the new controls of the Wii Edition , but commented on the lack of exclusive Wii features . Hyper 's Jonti Davies commended Resident Evil 4 : Wii Edition for its " visual improvements " but criticized it for having " no new content " . The PS3 version of Resident Evil 4 HD received a score of 9 @.@ 0 from Destructoid , which called it " a hallmark of excellence " .

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

== 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 . Nintendo Power also named it their 2005 Game of the Year . Game Informer named it their 2005 Game of the Year as well . It tied with Kingdom Hearts II as Famitsu 's Game of the Year 2005 . Nintendo Power acknowledged the title 's voice acting in its 2005 Nintendo Power Awards , while IGN gave the game the " Best Artistic Design " award in its " Best of 2005 " segment . The International Game Developers Association nominated Resident Evil 4 for their best " Visual Arts " award , but lost the award to Sony 's Shadow of the Colossus .

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 and also ranked it second on their list of the best games of the 2000s in 2010 . 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 . In 2009 , Game Informer ranked Resident Evil 4 number one on their list of top GameCube games and number three on their list of top PlayStation 2 games . ScrewAttack named Resident Evil 4 the best GameCube game of all time , while GamePro ranked it as the second best game for the PS2 . In 2010 , the readers of PlayStation Official Magazine voted it the 10th greatest PlayStation title ever released . 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 . That same year , G4 named it the 21st top video game of all time , calling it " a modern horror masterpiece . " In 2015 , the game placed 7th on USgamer 's The 15

Best Games Since 2000 list . In early 2006 , in their 200th issue , Nintendo Power ranked it in second place in their Top 200 Games of all @-@ time list , also behind only The Legend of Zelda : Ocarina of Time .

= = Legacy = =

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 by introducing a " reliance on offset camera angles that fail to obscure the action " . The new gameplay alterations and immersive style appealed to many not previously familiar with the series . 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 . 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 and Fallout .

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