= Tyrant (Resident Evil) =

Tyrant is the code name of a series of boss characters in the Resident Evil horror video game series by Capcom , introduced in the original Resident Evil in 1996 . Tyrants are towering , biologically engineered undead supersoldiers created and used by the sinister Umbrella Corporation . Tyrant creatures make appearances as boss characters in most Resident Evil games and the desire to create an obedient bioweapon lies at the core of the series 'storyline . Tyrants also appear in other media and merchandise of the Resident Evil franchise , as well as in some unrelated games

Since their debut, the Tyrant series became one of the most recognisable and popular characters of the franchise and even gaming in general. A particularly notable Tyrant is Nemesis, the title character of the video game Resident Evil 3: Nemesis.

= = Character design = =

Capcom artists went through a trial @-@ and @-@ error process designing the Tyrant creatures and their transformations . For example , the T @-@ 103 (more popularly known as " Mr. X " and sometimes also as " Trenchcoat ") was originally envisioned as armed with firearms ; in some sketches it can be seen wearing a respirator and various armored outfits instead of a trenchcoat (there were also other types of coats , including a labcoat) , and even its overall physical build has varied greatly (from very slim to extremely muscular) .

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= = Appearances = =
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= = = In video games = = =

The game series features many types of Tyrants as the result of several different experiments . Following the discovery of the Progenitor virus , the Umbrella Corporation ? s founders become eager to create a Bio @-@ Organic Weapon (BOW) that is both powerful and capable of following orders . Prior to the events of Resident Evil Zero , Umbrella used the Progenitor virus to create the Tyrant virus (T @-@ virus) , which they believe can be used to manufacture powerful organisms . A problem with the virus ? compatibility with humans set the project back , as only humans with a very rare genetic makeup are capable of mutating into potent and manageable life forms . Umbrella eventually overcame this setback by resorting to using clones of Sergei Vladimir , one of their executives who happens to be genetically compatible .

The events of Resident Evil Zero and Resident Evil chronicle the Umbrella Corporation 's development of the Tyrant prototypes , the T @-@ 001 (the Proto @-@ Tyrant) and T @-@ 002 . Though the early Tyrants are defeated in their first encounters , Umbrella manages to use the battle data from those defeats to produce other , more efficient Tyrants in the later installments of Resident Evil . Numerous Tyrants have been created throughout the game series ' storyline , such as Tyrant T @-@ 078 and the mass @-@ produced Bandersnatches from Resident Evil Code : Veronica , Hypnos from Resident Evil Survivor and Thanatos from Resident Evil Outbreak , each with its own defining characteristics . A revamped version of Tyrant also existed in Resident Evil 5 during the game 's development , but not in the finished product .

Tyrants have been consistently depicted as grotesque and brutally violent creatures , but their intelligence has varied . The first two Tyrants in Resident Evil Zero and Resident Evil are depicted as unintelligent , while the T @-@ 103 (Mr. X) in Resident Evil 2 and the titular Nemesis T @-@ Type in Resident Evil 3 : Nemesis are shown to possess limited intelligence and the ability to carry out specific instructions . Both Nemesis and the T @-@ 103 series (two more T @-@ 103 Tyrants , code @-@ named Ivan , appear in Resident Evil : The Umbrella Chronicles) are prone to uncontrolled mutation when damaged . Alexia Ashford in Code Veronica retains her full intelligence after being exposed to the T @-@ Veronica virus and gains psychic abilities , including pyrokinesis ;

similarly , the TG @-@ virus mutated Morpheus D. Duvall in Resident Evil : Dead Aim (Tyrant T @-@ 092) gains bio @-@ electric abilities . The weapons used by Tyrants have also varied ; while most Tyrants in the Resident Evil series rely on sheer physical force to subdue opponents , Nemesis , retaining some intelligence due to the Nemesis parasite , is able to use a shoulder @-@ fired hand @-@ held rocket launcher (and a minigun in Resident Evil : Operation Raccoon City) and T @-@ ALOS (Tyrant @-@ Armored Lethal Organic System) in The Umbrella Chronicles is equipped with a shoulder @-@ mounted multiple rocket launcher .

Outside of the Resident Evil franchise, there is a Tyrant card in the NDS version of SNK vs. Capcom: Card Fighters Clash. In Marvel vs. Capcom 2: New Age of Heroes, Jill Valentine has a special move that calls forth a Tyrant. A prototype Tyrant appears in the background of the Tricell Laboratory stage in Marvel vs. Capcom 3: Fate of Two Worlds; Tyrant was considered for addition as a playable character, but was rejected over concerns about the game 's ESRB rating. The Nemesis T @-@ Type was later added as a playable character in Ultimate Marvel vs. Capcom 3.

= = = In other media = = =

The Tyrant Fossil appears only in the novel Resident Evil: Underworld. In the third Resident Evil live @-@ action film, Resident Evil: Extinction (and its novelization), Umbrella 's researcher Dr. Sam Isaacs tries to subdue his mutation after being bitten by an enhanced zombie with Anti @-@ Virus, but he is shot for insubordination by an executive, Alexander Slater, and immediately revives as a Tyrant; compared to most of the Tyrants from the games, Isaacs retains his mental faculties and personality even after his mutation. A new version of Tyrant resembling the T @-@ 078 with the power limiter appears in the CG film Resident Evil: Damnation.

= = = In merchandise = = =

Several Tyrant action figures were released by various manufacturers , including these by Toy Biz in 1998 (T @-@ 002 and T @-@ 103) , Moby Dick Toys in 2001 (four T @-@ 103 Tyrants) , Palisades Toys in 2001 (T @-@ 103) and 2002 (T @-@ 002) , and NECA in 2007 (T @-@ 002) . A 1 : 6 scale (35 cm) resin figure of T @-@ 002 in Umbrella Chronicles was also released by Gaya Entertainment and a PVC stauette was released by Organic , both in 2008 . Since 2011 , various Tyrant " infected " cards were featured in Bandai 's Resident Evil Deck Building Game . In 2012 , Resident Evil theme restaurant Biohazard Cafe & Grill S.T.A.R.S. in Tokyo was furnished with one @-@ to @-@ one scale Tyrant prop made by the special effects studio creating costumes for Toei Company 's tokusatsu heroes ; the exposition is a central part of the restaurant .

= = Reception = =

In 2009 , IGN featured the Tyrants in the lists of the best Resident Evil bosses and the series ' best villains (readers ' choice) . That same year , the Tyrant was included among the 12 characters and creatures that the staff of IGN would like see to return in Resident Evil 6 , commenting that " almost as much a hallmark of the RE franchise as the zombie , the Tyrant is a recurring favorite . " IGN added : " Resident Evil is supposed to be a terrifying experience , and much of the terror stems from pitting players against foes who completely outmatch them . That 's the Tyrant in a nutshell . " IGN also included an " any type of Tyrant " in their dream roster for Marvel vs. Capcom 3 . In 2012 , PlayStation Official Magazine ranked Tyrant as the seventh top Resident Evil monster (in addition to Nemesis placing fifth) . That same year , IGN ranked the T @-@ 002 as the best boss in the series , adding that " even 15 years later , Resident Evil games continue to use this formula (and its finish) as a blueprint for bosses . "

In 2000 , GameSpot ranked Tyrant as the tenth best villain in video gaming . In 2013 , Complex ranked the original Tyrant as the 13th greatest soldier in video games , the encounter with it as the 25th best boss battle of all time , and the second Tyrant fight in Code : Veronica as the 46th hardest boss battle in video game history . Some publications also singled out the Tyrant T @-@ 103 model

(Mr. X) for a special acclaim . In 2010 , PSU.com included the scene of Mr. X suddenly busting through a brick wall in Resident Evil 2 on the list of ten " pant @-@ wetting PlayStation moments " . PSU.com also featured Mr. X , along with the T @-@ 002 and Nemesis , on their 2011 list of the " seven badass bosses " in the 15 years of Resident Evil . That same year , Empire ranked it as the 39th greatest video game character overall , adding that " Nemesis never quite captured the silent dread of Mr. X. "