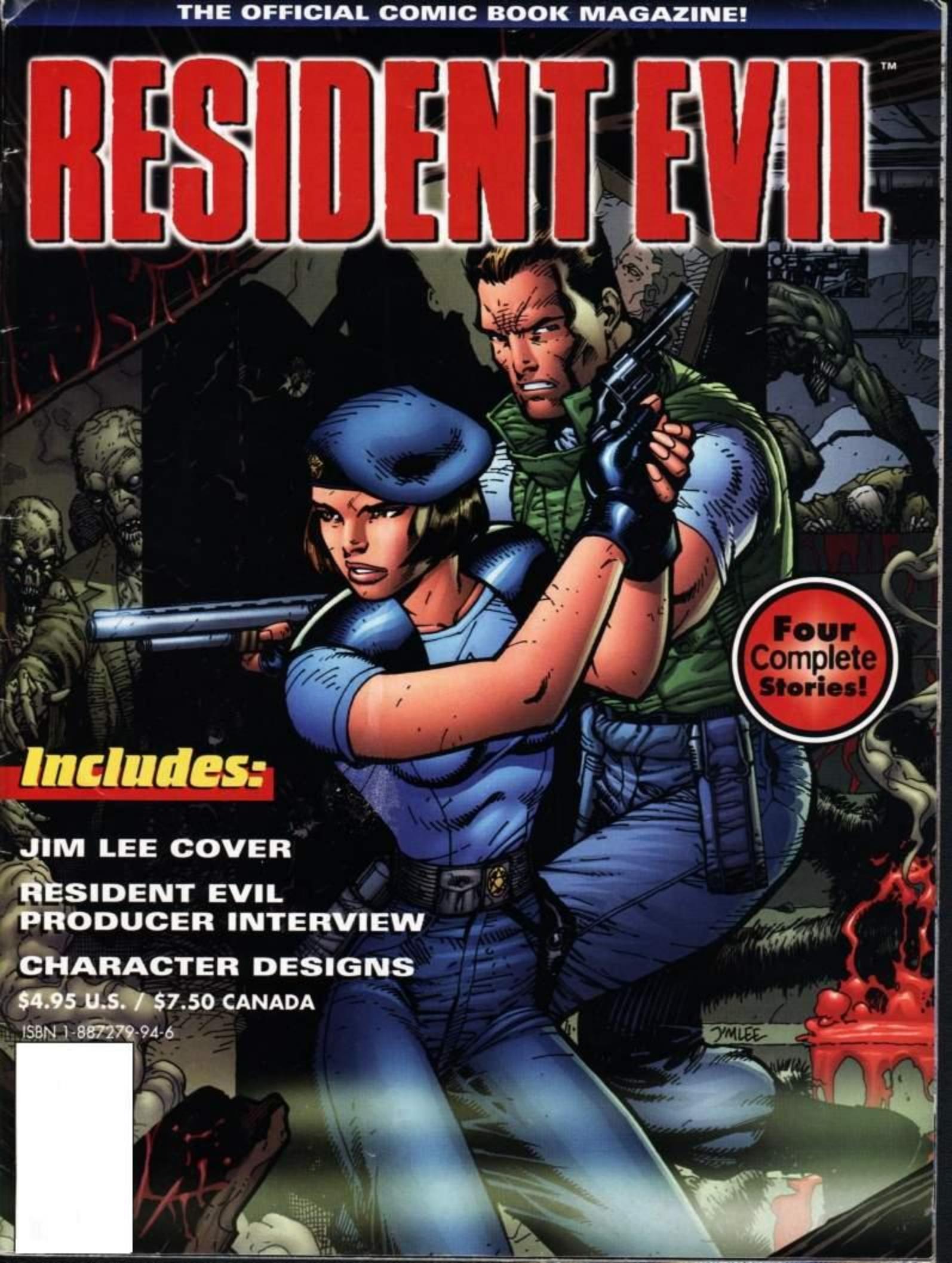


RESIDENT EVIL



Four
Complete
Stories!

Includes:

JIM LEE COVER

**RESIDENT EVIL
PRODUCER INTERVIEW**

CHARACTER DESIGNS

\$4.95 U.S. / \$7.50 CANADA

ISBN 1-887279-94-6



Introduction

RESIDENT EVIL™

Welcome, dear reader, to the world of survival horror, the world of Resident Evil. The magazine you hold in your hands is the result of a unique collaboration between the worlds of comics and video games, creating something we hope is totally new.

The idea for this magazine was initially hatched by my friend and colleague Ted Adams, who, like myself, has a mania for video games. When Resident Evil was released, we were immediately struck by its unique gameplay and spooky feel, and thought the subject matter would naturally lend itself to the comic format.

Once we saw the runaway success of the game (which went on to sell in excess of 4 million copies worldwide), we knew that there was a groundswell of interest in the world of Resident Evil. In fact, Resident Evil 2 has already shattered all records for PlayStation games, totaling almost 400,000 copies sold in its debut weekend. Thanks to the kind cooperation of Kenichi Tanaka and Don Friedman at Capcom, and the invaluable help of Marc Mostman and Dan Kletzky of Entertainment Licensing Associates, our dream of a comic book magazine has been realized. We've also produced some cool Resident Evil merchandise — check out our ad in this issue.

So now the fruits of our labor rest with you. Prepare to be scared senseless as you are led through four Resident Evil stories wrought by horrorsmiths D'Anda, Irwin, Bermejo, Odagawa, and Tighe. Go behind the scenes with an interview with Shinji Mikami, Resident Evil producer. Get a peek at the original Japanese character sketches for Resident Evil 2. But most of all, just enjoy being swept up in the most dynamic and fully realized world of horror ever created — the world of Resident Evil.

- Kris Oprisko

P.S. We welcome your comments and suggestions. Contact us at:

Resident Evil Comic Book Magazine
c/o WildStorm Productions
7910 Ivanhoe Ave. #438
La Jolla, CA 92037

Credits:

Based on characters and situations from the Capcom video games Resident Evil and Resident Evil 2.

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JIM LEE AND WILDSTORM PRODUCTIONS PRESENT

A RESIDENT EVIL STORY

"S.T.A.R.S. FILES"

AT EASE,
WESKER.

YOUR NEXT
ASSIGNMENT IS IN
RACCOON CITY. THE CITY
HAS BEEN EXPERIENCING
A SERIES OF MYSTERIOUS
MURDERS, AND THE PUBLIC
IS IN AN UPROAR. I WANT
YOU TO FIELD A S.T.A.R.S.
TEAM, FIND OUT WHAT'S
GOING ON, AND
ELIMINATE IT.

THE
ONLY S.T.A.R.S.
AGENT CURRENTLY
IN RACCOON CITY IS
JOSEPH FROST.
HE'LL BRING YOU
UP TO SPEED.

TED ADAMS
STORY
RYAN ODAGAWA
PENCILS
MARK IRWIN
INKS
WILDSTORM FX
COMPUTER COLOR
AMIE GRENIER
LETTERS



Wesker--Umbrella Report 1.03.

I've picked the members of both teams according to the specifications that you provided. These teams will allow us to accomplish both of your goals.

Now that the Raccoon City Police Department has sent in S.T.A.R.S. to investigate, the public should calm down. Of course, they won't know that you actually control the Chief of Police, Brian Irons, and the actions of S.T.A.R.S. in Raccoon City.



S.T.A.R.S. will also be available in case the T-Virus experiments get out of hand. We can control the situation and I'll make sure no one ever finds out.



Barry Burton will act as the second-in-command on the Alpha team and as the weapons expert.



He can be easily manipulated into serving our purposes. I know his weaknesses. I know how to twist his arm if necessary.



ENRICO MARINI



The Bravo team will be led by Enrico Marini. He's got the most field experience, and he doesn't seem to be afraid of anything.

Richard Aiken is our communications expert. I think he could reach China with a CB radio.

RICHARD AIKEN



Our resident medic is Rebecca Chambers. She'll be worthless in a fight, but she's trained in emergency medicine.

REBECCA CHAMBERS



And in case the T-Virus gets out, I've recruited one of S.T.A.R.S.'s best chemists, Kenneth J. Sullivan.

FOREST SPEYER



The team's sniper is Forest Speyer. He's never missed a shot.

KENNETH J. SULLIVAN

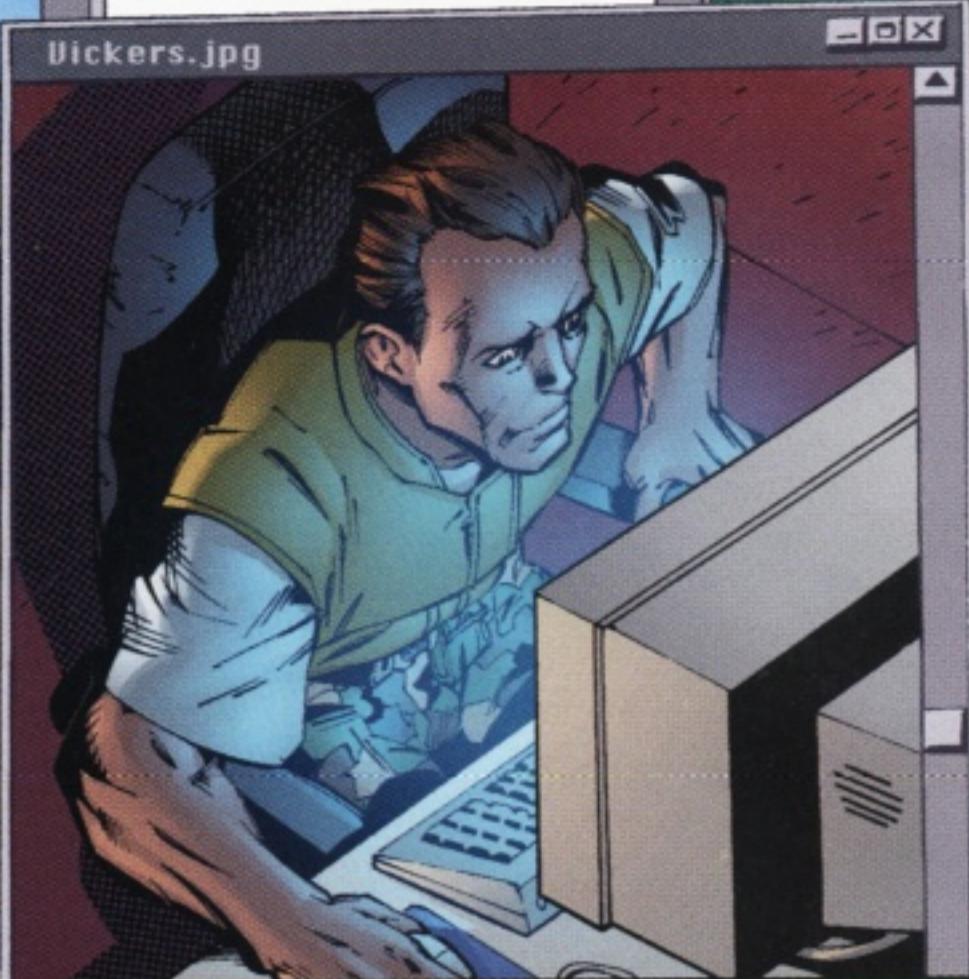


Frost.jpg



I'm going to lead the Alpha team. I've assigned Joseph Frost to my team. He's the only one who knows anything about Raccoon City, and I want to be able to keep an eye on him. He's also our vehicle expert.

Vickers.jpg



Brad Vickers is the computer expert and also our resident coward. He's known as "Chickenheart" because he runs at the first sign of danger.

Redfield.jpg



Chris Redfield is an old friend of Burton's. He was kicked out of the Air Force for insubordination. Apparently he was on a top secret mission and one of the members of his team was injured. His superiors ordered him to leave the man behind, but Redfield refused.

Valentine.jpg



Burton also recommended Jill Valentine. He tells me she's the "Master of Unlocking."

The Raccoon City Police Department is sending in the Bravo team to investigate Raccoon Forest. Don't worry about them finding anything.

This team's too green to cause any problems, and I've made sure they'll have a little engine trouble on the way. That should distract them from actually discovering anything.

Things are going just as we planned. Wesker, out.



Dear Ada,

May 4, 1998

The T-Virus research continues. We're seeing unexpected effects when it's introduced into different types of living material. Instead of increasing the subject's strength and healing ability, some subjects actually begin to deteriorate.

I think I can correct the problem, and I'm still hopeful that my work may lead to a significant breakthrough in cancer research. In any case, it may be years before we're ready to start working with human subjects.

I could really use your help--I'm still pushing Albert to give you a security clearance so you can join my team. My life completely changed when I came to Raccoon City and met you. Looking back, it seems like I spent my whole life preparing for this job...



JIM LEE AND WILDSWORM PRODUCTIONS PRESENT

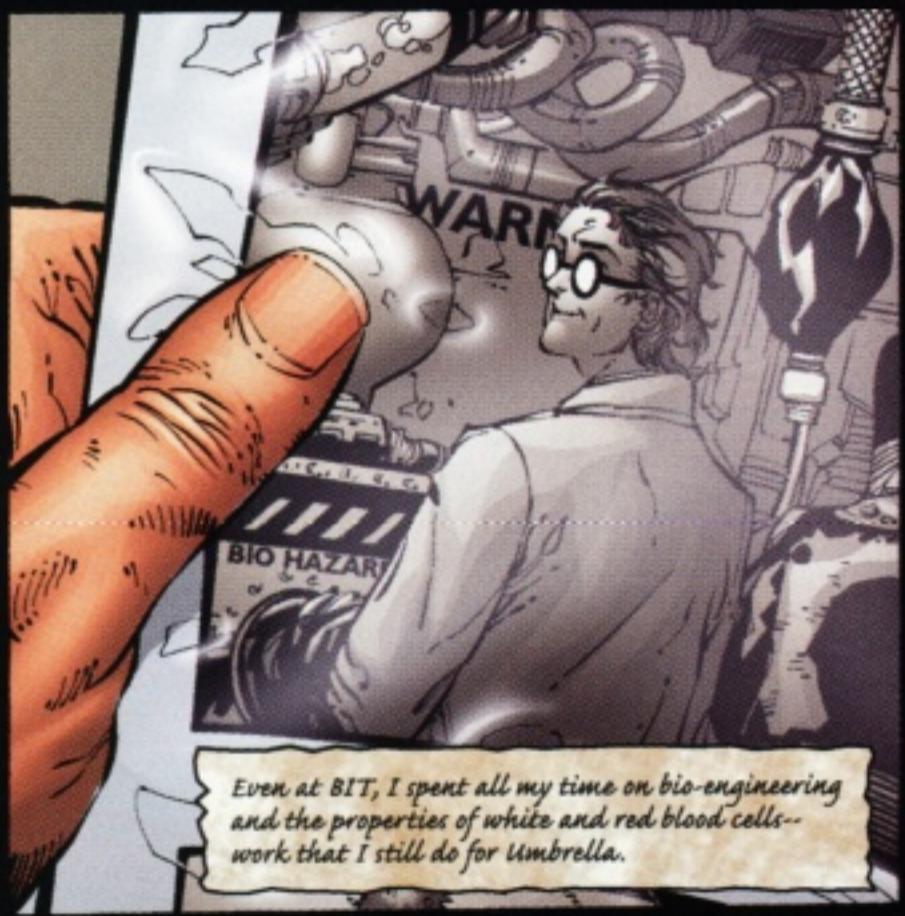
A RESIDENT EVIL STORY

"WHO ARE THESE GUYS?"

TED ADAMS CARLOS D'ANDA MARK IRWIN ARMANDO
STORY PENCILLER INKER DURRUTHY
TAD EHRLICH AMIE GRENIER KRIS OPRISKO
COMPUTER COLOR LETTERING EDITOR
INK ASSIST



Ever since high school, I always knew I'd end up with a career in science. But I never dreamed that it could lead me to someone like you.

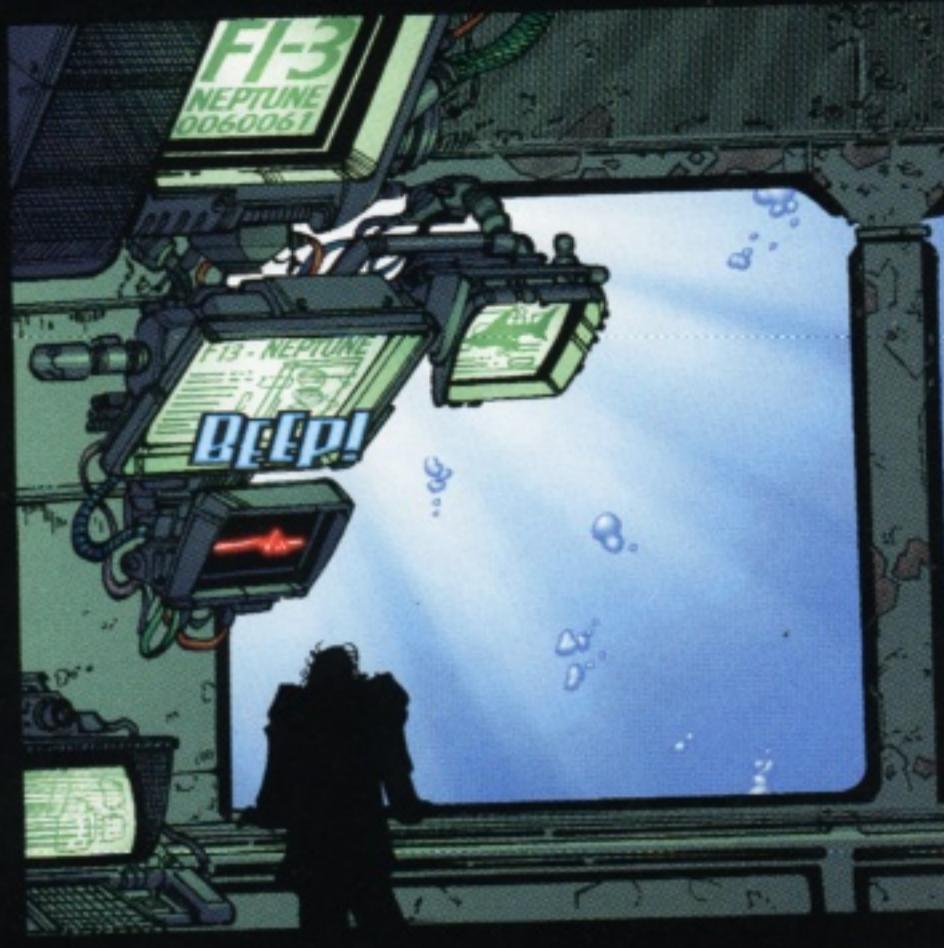


May 10, 1998. Subject MA-39. Since introducing the T-Virus into the subject's blood stream over a month ago, we have continued to see signs of physical deterioration.

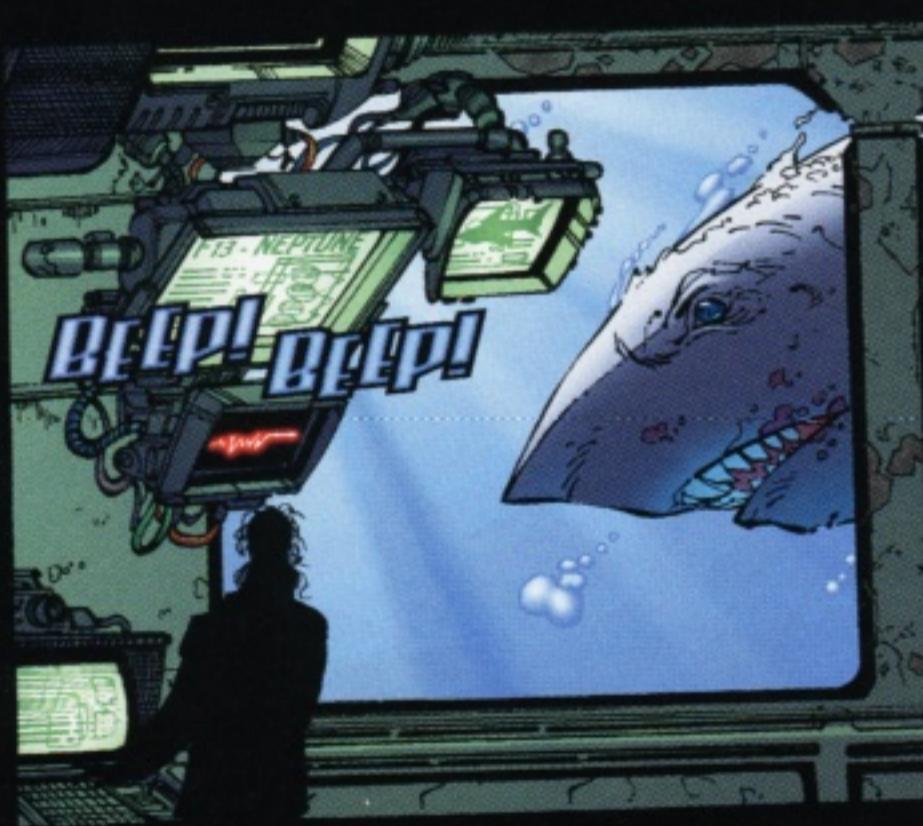


Today the subject is showing signs of unprovoked aggression. We've administered sedatives and seem to have it under control.

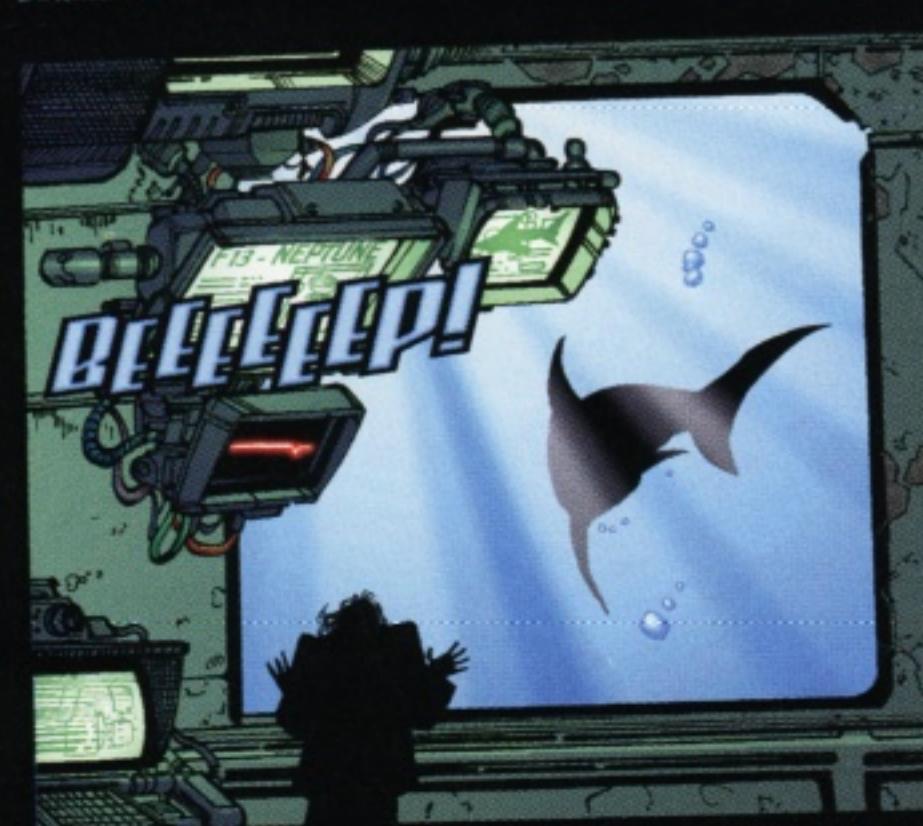




May 17, 1998. Subject FI-3. Subject received T-Virus on April 6. All vital signs remained unaffected until today.



Today, the subject began to show some physical deterioration, including a rapid loss of epidermal layers.



Why has it taken this subject so long to be affected by the T-Virus? If we can determine why each subject reacts differently, it could lead to a breakthrough.

Dear Ada,

May 31, 1998

I'm scared. Somehow, people in the compound have been exposed to the T-Virus. I don't understand how this could have happened, but it has.

CAM - 9

I'm starting to feel paranoid. Have I been infected? Who are the strange men I can feel watching over me? What is the T-002 subject? Have they tricked me into working on some kind of biological weapon?

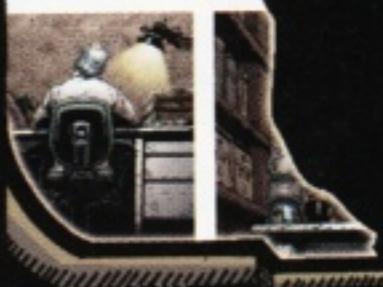
We're testing everyone in the compound. We'll know the results within a week. I won't be able to live with myself if you've been infected by something I worked on.

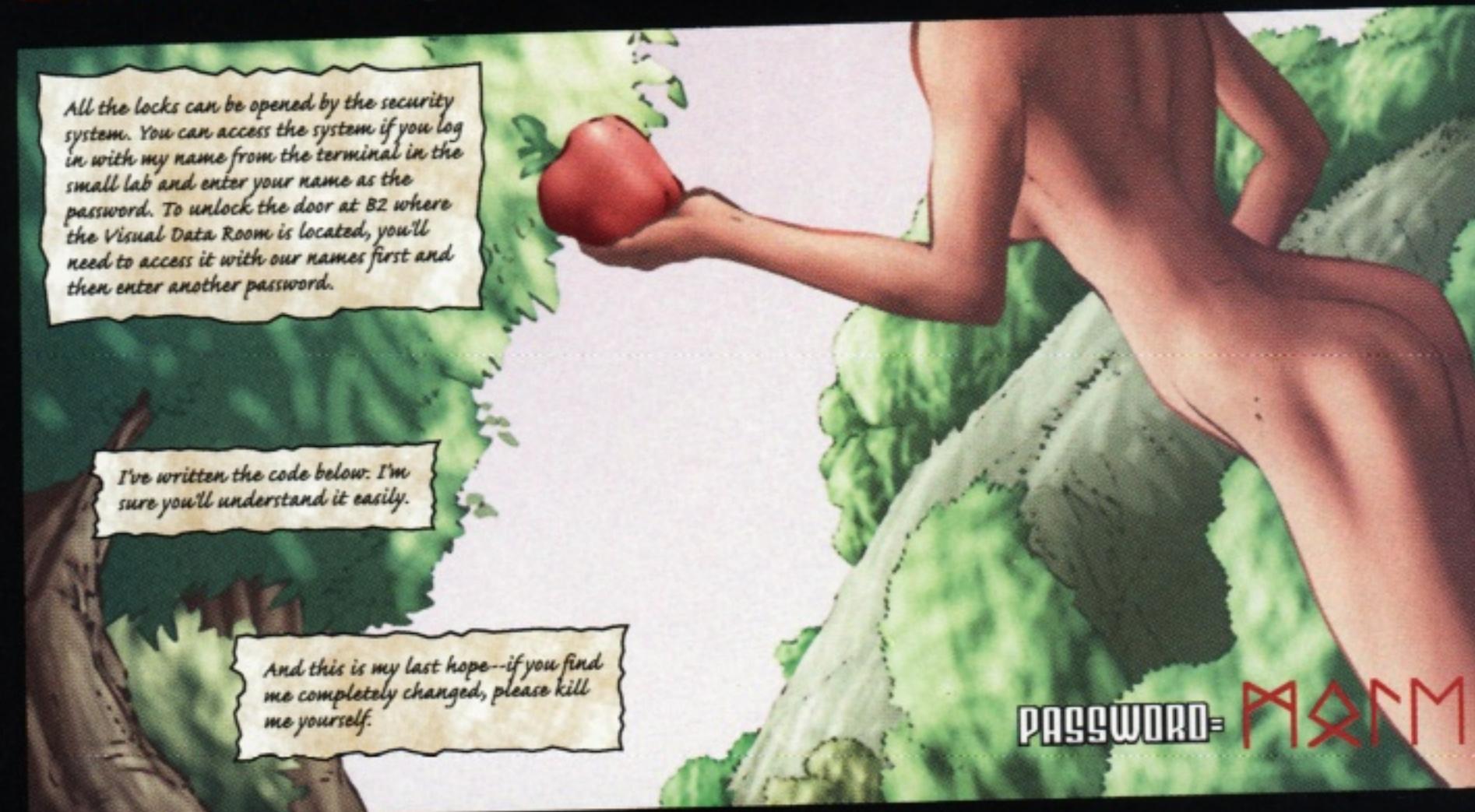
I love you,
John

006-15-7

CAM - 8

Dr. John Fay, MD





Der ADDA,
Joon 39, 19998
I sorry. I tri help. I lauw....

BZZZ!

BZZZ!

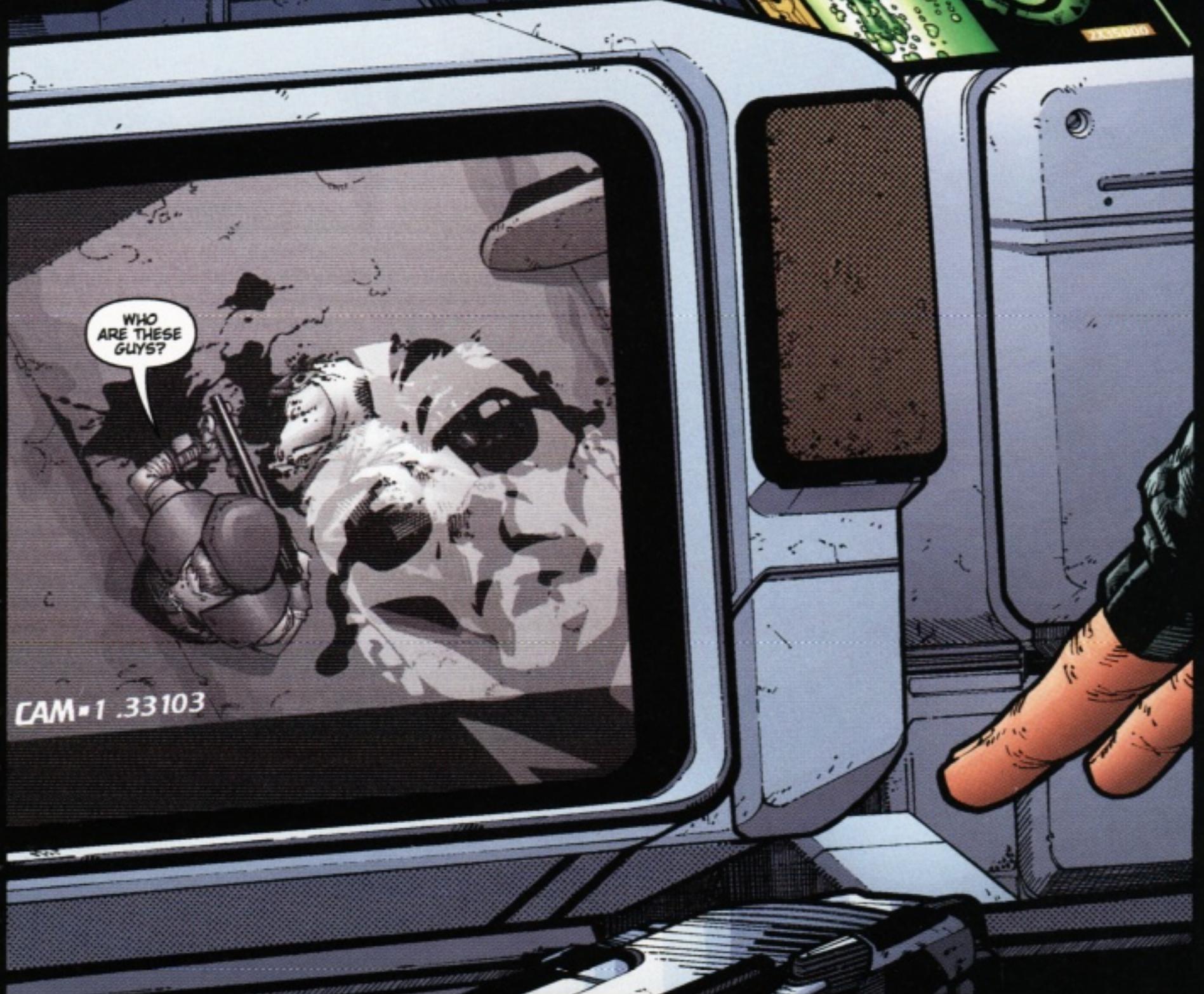
John Favilli

SMASH!

John Favilli







RESIDENT EVIL™

An Interview With Shinji Mikami - Resident Evil Producer



WS: What were your goals with Resident Evil?

Mikami:

I really wanted to make the game as scary as possible. When I first started developing the game concept, I considered giving it a ghost story or suspense thriller theme, but those ideas didn't go anywhere.

I wanted the game to present the player with something visible that could actually confront and threaten him. The player had to feel scared, as if something was waiting for him around the next corner. I believed the player could simultaneously feel fear and enjoy playing the game.

I also wanted to let the player fight the fear in his own way. And when a critical, desperate situation arose, I wanted the player to be able to blow the enemy to pieces!

WS: How did you decide on using zombies as the enemies?

Mikami:

I may have been inspired by the zombies in George Romero's *Night of the Living Dead*, which I used to watch when I was in junior high. In the movie, the zombies are walking human corpses that live on human flesh. It's scary because the zombies will attack you for no other reason than to eat your flesh. The gruesomeness of the deaths made one viewer involuntarily scream, "Don't come near me!"

WS: Are there any characters that got cut out?

Mikami:

There are five main characters in the final game: Chris, Jill, Barry, Rebecca, and Wesker. Two of the original characters are missing from this group.

One was a muscular Caucasian man who looked like a hardened war veteran. His right eye had been lost in battle, and in its place he wore an infrared scope. He was reliable, knowledgeable about all types of heavy weaponry, and far stronger than an ordinary man. Initially, this character had a scene in which he held up an entire ceiling and prevented it from crashing down. He was redesigned, and now appears as Barry — with a completely different appearance.

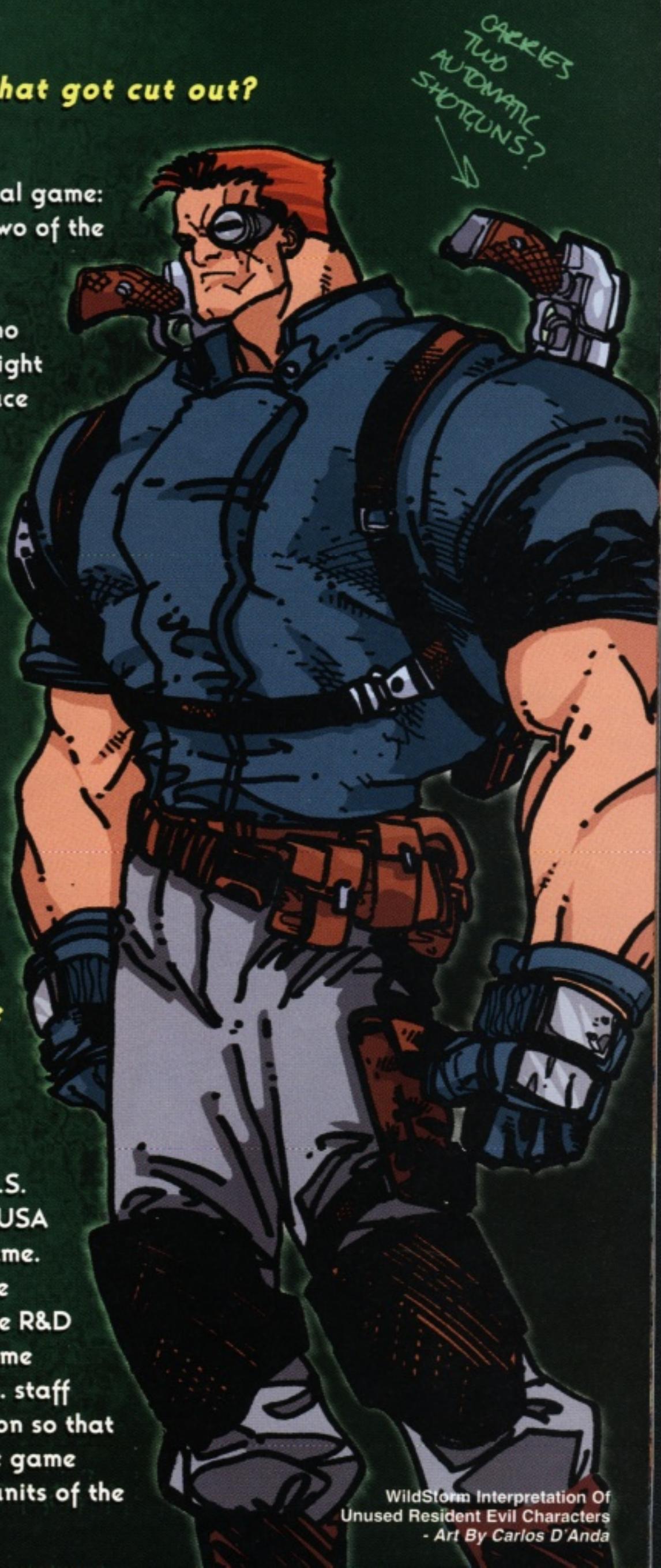
Another person who disappeared from the game was a tall, skinny African-American man. He was a very humorous character, designed to make players laugh even in the midst of horror.

WS: What's the difference between the U.S. and Japanese versions of Resident Evil?

Mikami:

The title of the game is Bio Hazard in Japan and Resident Evil in the U.S. The U.S. title was created by the staff of Capcom USA after they reviewed the contents of the game.

The U.S. version is more difficult than the Japanese version, so much so that even the R&D staff couldn't make it to the end of the game unless they played very carefully. The U.S. staff asked us to create this more difficult version so that the game could be rented in the U.S. If the game could be completed in a few days, fewer units of the game would sell.



WildStorm Interpretation Of
Unused Resident Evil Characters
- Art By Carlos D'Anda

JIM LEE AND WILDSHIFT PRODUCTIONS PRESENT

A RESIDENT EVIL STORY DANGEROUS SECRETS

KRIS OPRISKO & TED ADAMS
PLOT/SCRIPT PLOT

CARLOS D'ANDA MARK IRWIN
PENCILS INKS

WILDSHIFT FX AMIE GRENIER
COMPUTER COLOR LETTERS

MAIN DEBRIEFING ROOM,
S.T.A.R.S. HEADQUARTERS.

IT'S BEEN TWO DAYS SINCE
THE DISASTROUS MISSION
AT THE MANSION.

PERSONSCAN

.0043

.0037

.00

T-CAM. 04

ALL RIGHT
PEOPLE, LET'S GET DOWN
TO BUSINESS. WE LOST A LOT
OF GOOD PEOPLE IN THE LAST
FEW DAYS. MY JOB IS TO ENSURE
THAT NOTHING LIKE THIS EVER
HAPPENS AGAIN.

WE'VE GOT
A LOT TO COVER,
SO LET'S GET
STARTED.



A WEEK AGO, WE GOT A REQUEST FOR HELP FROM THE RACCOON CITY POLICE DEPARTMENT. MYSTERIOUS DEATHS HAD BEEN REPORTED IN AND AROUND THE TOWN, DEATHS THAT THE LOCAL AUTHORITIES WERE AT A LOSS TO EXPLAIN.

Raccoon police
Carlos D'anda
Monday morning
Ehrlich after
shreds and ha
strewn about
severa

BRAVO TEAM WAS SCRAMBLED, BUT AS SOON AS THEY ENTERED THE RACCOON CITY FOREST, THE ENGINE FAILED. REBECCA CAN FILL US IN ON WHAT HAPPENED THEN.



RADIO CONTACT WITH BRAVO TEAM WAS LOST, SO ALPHA TEAM WAS SENT IN.



I HAD BEEN EXPLORING THE HOUSE FOR ONLY A FEW MINUTES WHEN I FOUND KENNETH... OR WHAT WAS LEFT OF HIM.

I KNEW THEN WE HADN'T FOUND SANCTUARY AFTER ALL. WE'D WANDERED INTO A DEATHTRAP.

I HEARD A SCREAM FROM UPSTAIRS WHILE CHRIS WAS GONE, SO I DECIDED TO INVESTIGATE.

FOREST'S BODY WAS ON THE PORCH UPSTAIRS. HIS EYES WERE GOLIGED OUT. I BARELY ESCAPED THE SAME FATE MYSELF.

LATER ON I FOUND RICHARD. HE'D BEEN BITTEN BY A HUGE, MUTATED SNAKE. I TRIED TO SAVE HIM, BUT HE DIED IN MY ARMS.



AS I WENT THROUGH THE MANSION AND FOUGHT ALL THE HORRIFIC CREATURES IN THERE, I DIDN'T HOLD OUT MUCH HOPE OF FINDING ANYONE ALIVE. I WAS OVERJOYED TO SEE ENRICO, BUT JUST AS HE WAS ABOUT TO TELL ME WHO OUR BETRAYER WAS, HE WAS SHOT IN THE HEAD RIGHT BEFORE MY EYES!



BLAM



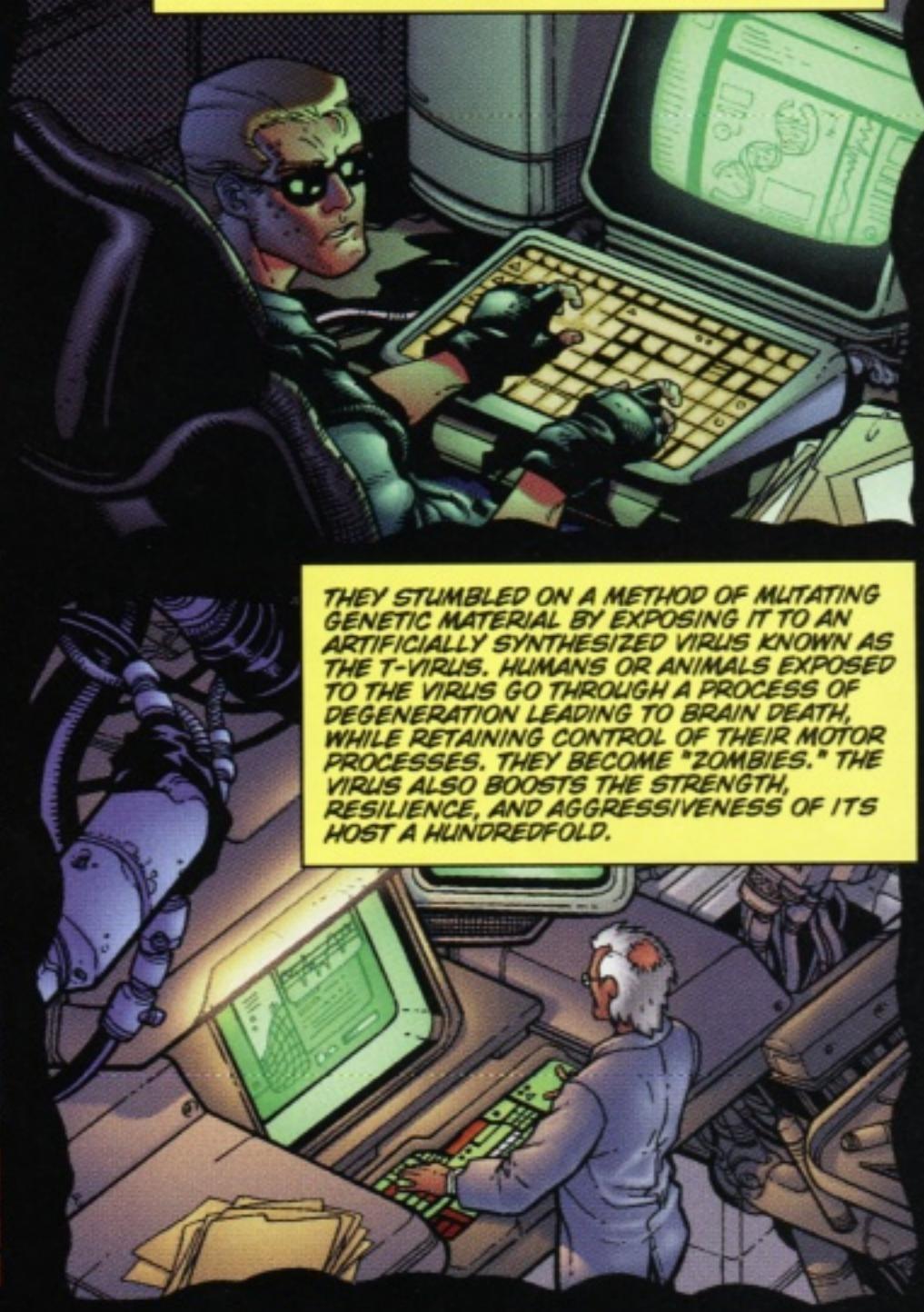
KUNK



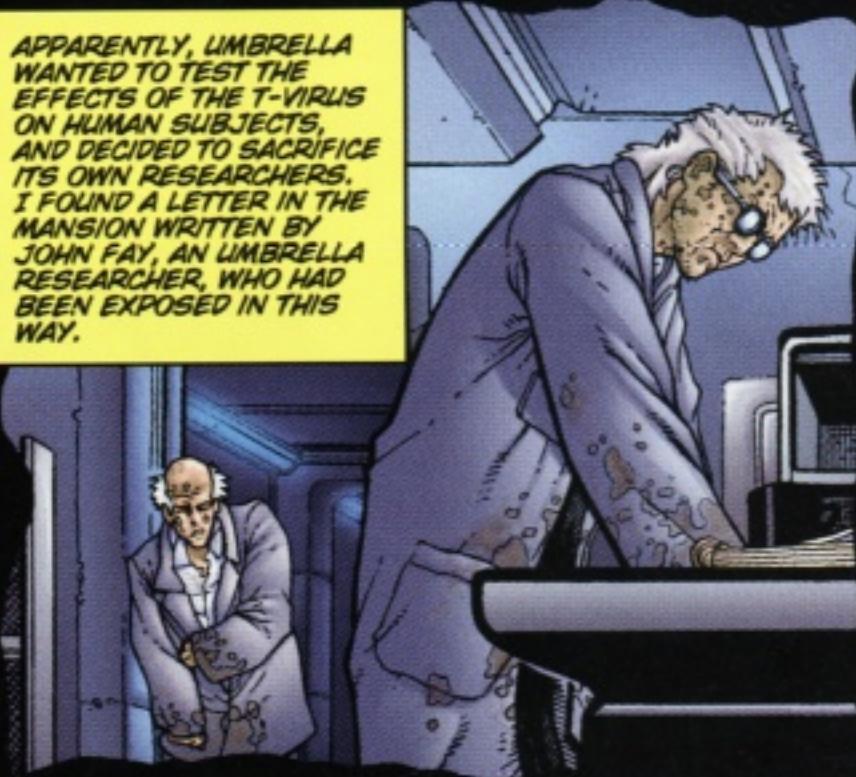


AS WE NOW KNOW, WESKER WAS PRETTY MUCH BEHIND THIS WHOLE DEBACLE. HE WAS A PLANT IN THE S.T.A.R.S. PROGRAM WHO REPORTED DIRECTLY TO UMBRELLA.

THE UMBRELLA ORGANIZATION IS A SHADY GROUP DEDICATED TO CREATING BIOGENETIC SUPERSOLDIERS. THEY SET UP A TOP SECRET LABORATORY IN RACCOON CITY--A SUITABLY QUIET BASE FOR THEIR RESEARCH.

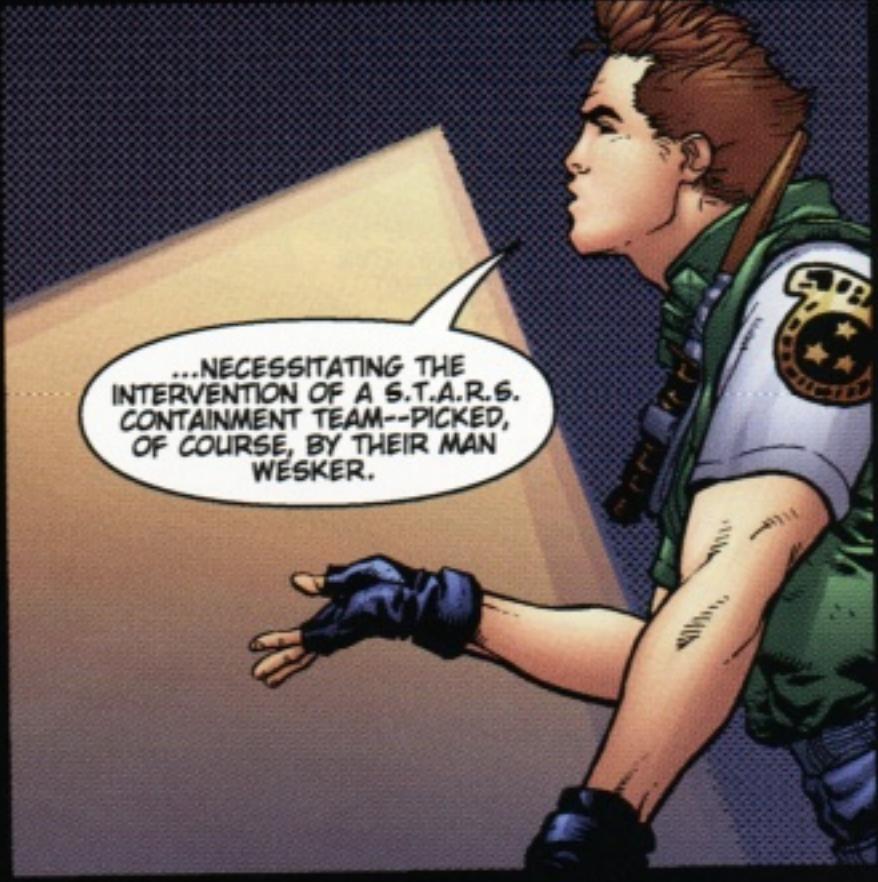


APPARENTLY, UMBRELLA WANTED TO TEST THE EFFECTS OF THE T-VIRUS ON HUMAN SUBJECTS, AND DECIDED TO SACRIFICE ITS OWN RESEARCHERS. I FOUND A LETTER IN THE MANSION WRITTEN BY JOHN FAY, AN UMBRELLA RESEARCHER, WHO HAD BEEN EXPOSED IN THIS WAY.





ONCE HUMANS WERE EXPOSED, THE SUBJECTS GOT OUT OF CONTROL AND ESCAPED FROM THE COMPOUND. DRIVEN BY BLOODLUST, THEY START TERRORIZING THE TOWN...



...NECESSITATING THE INTERVENTION OF A S.T.A.R.S. CONTAINMENT TEAM--PICKED, OF COURSE, BY THEIR MAN WESKER.



I'D GUESS THAT UMBRELLA WANTED TO TEST THE EFFECTIVENESS OF THEIR T-VIRUS BIOPHASIC SUPERSOLDIERS, AND THE TYRANT, AGAINST A TEAM OF TRAINED PROFESSIONALS. WE WERE NOTHING BUT GUINEA PIGS FOR THEIR TWISTED RESEARCH.

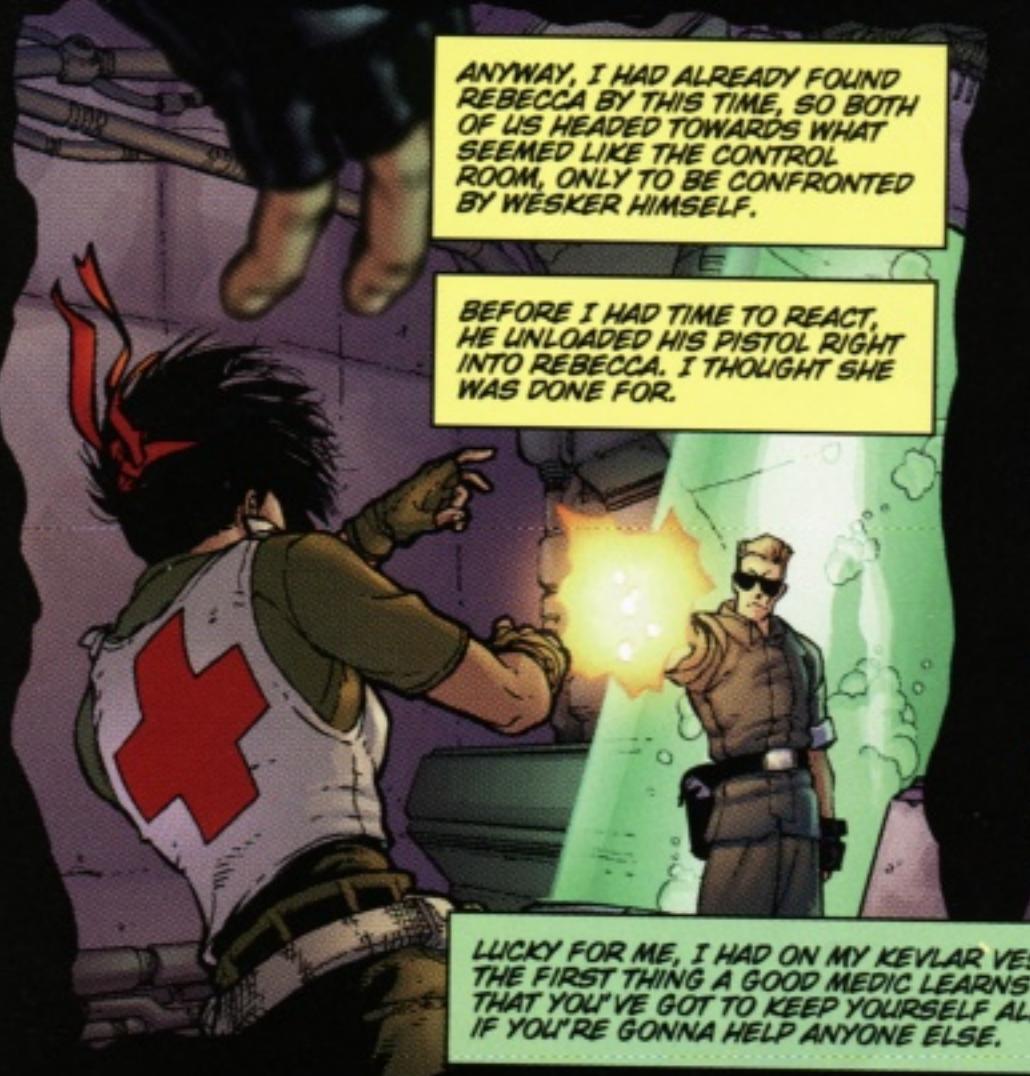
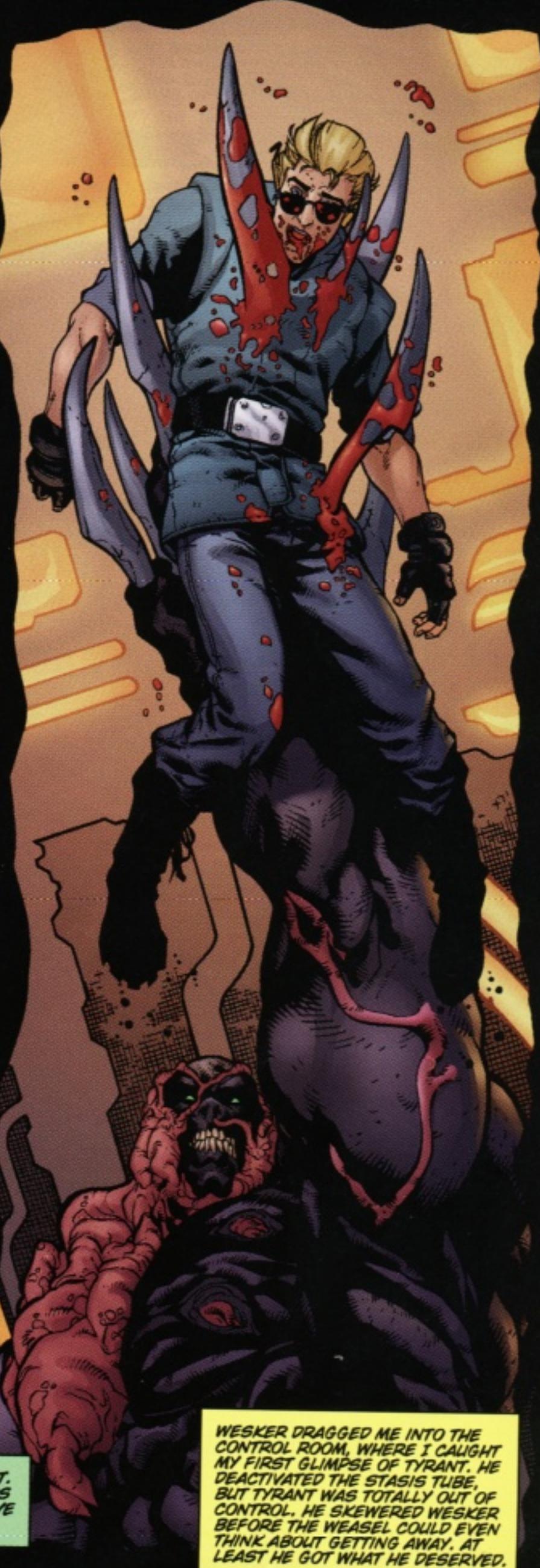


THIS EXPLAINS WHY THE MORE INEXPERIENCED BRAVO TEAM WAS SENT IN FIRST. THEY WERE BASICALLY A WARM-UP TO THE MAIN EVENT.

UNFORTUNATELY, WE HAD TO DISCOVER WESKER'S BETRAYAL THE HARD WAY--BATTLING FOR OUR LIVES WITH MANY OF OUR TEAMMATES ALREADY DEAD. WHEN JILL CONFRONTED HIM IN THE MANSION, HE LOCKED HER IN A CELL.



WATCH YOUR BACK--HE'S PROBABLY STILL CLOSE BY.



WESKER DRAGGED ME INTO THE CONTROL ROOM, WHERE I CAUGHT MY FIRST GLIMPSE OF TYRANT. HE DEACTIVATED THE STASIS TUBE, BUT TYRANT WAS TOTALLY OUT OF CONTROL. HE SKEWERED WESKER BEFORE THE WEASEL COULD EVEN THINK ABOUT GETTING AWAY. AT LEAST HE GOT WHAT HE DESERVED.

I KNEW I WAS IN BIG TROUBLE. ONE SWIPE OF THAT CLAW WOULD HAVE MEANT CURTAINS FOR ME. ALL I COULD DO WAS KEEP ON FIRING AND PRAY THAT I HAD ENOUGH FIREPOWER TO BRING THE CREATURE DOWN.

IT TOOK OVER A DOZEN SHOTS OF MY .10 GAUGE TO KILL IT. THANK GOD I'D STOCKPILED ALL THAT AMMO.





I RECEIVED A RADIO COMMUNICATION FROM ALPHA TEAM PILOT, BRAD. HE WAS ON HIS WAY WITH THE HELICOPTER TO GET US OUT OF THERE.



ON THE WAY TO THE HELIPORT, WE HEARD A HORRIFYING GROWL, SO REBECCA AND JILL SENT ME ON AHEAD WHILE THEY INVESTIGATED.



A SHOCK WAVE TOSSED ME IN THE AIR, BUT I GOT A GOOD VIEW OF WHAT FACED ME.

UMBRELLA HAD COME SO CLOSE TO ACCOMPLISHING THEIR GOALS. AS IF THE DANGERS WE ENCOUNTERED IN THE MANSION WEREN'T DANGEROUS ENOUGH, THEY HAD ALSO CREATED THIS--THE TYRANT.

AUGMENTED BY THE RAVAGES OF A VIRULENT T-STRAIN, THE TYRANT WAS TRULY PROVING TO BE THE ULTIMATE SOLDIER. MY BATTLE WITH HIM DOWNSTAIRS ONLY MANAGED TO TEE HIM OFF.

CRASH!!



I FIRED EVERY ROUND I HAD AT THE THING, BUT IT JUST KEPT COMING. IT SWIPE ME A FEW TIMES, BUT I MANAGED TO GET AWAY. I WAS TIRING FAST, THOUGH...



TYRANT WAS ADVANCING FAST, BUT I ARMED THE LAUNCHER AND FIRED.



BRAD SAW MY PREDICAMENT AND TOSS ME HIS ROCKET LAUNCHER.



EVEN IT COULDN'T STAND UP TO A CONCUSSIVE ANTITANK MISSILE. THE EXPLOSION BLEW IT TO BITS.



JILL AND REBECCA WERE ALREADY HEADED FOR THE 'COPTER. MY FIGHT WITH TYRANT HAD TAKEN LONGER THAN I THOUGHT-- WE ONLY HAD SECONDS UNTIL THE MANSION BLEW.

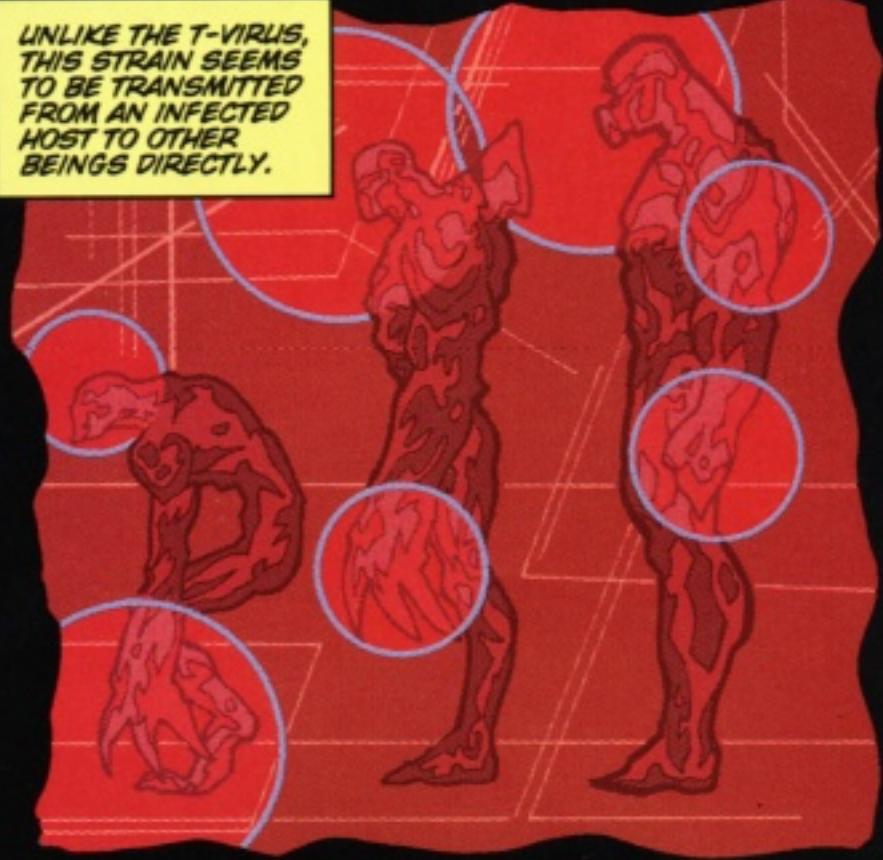
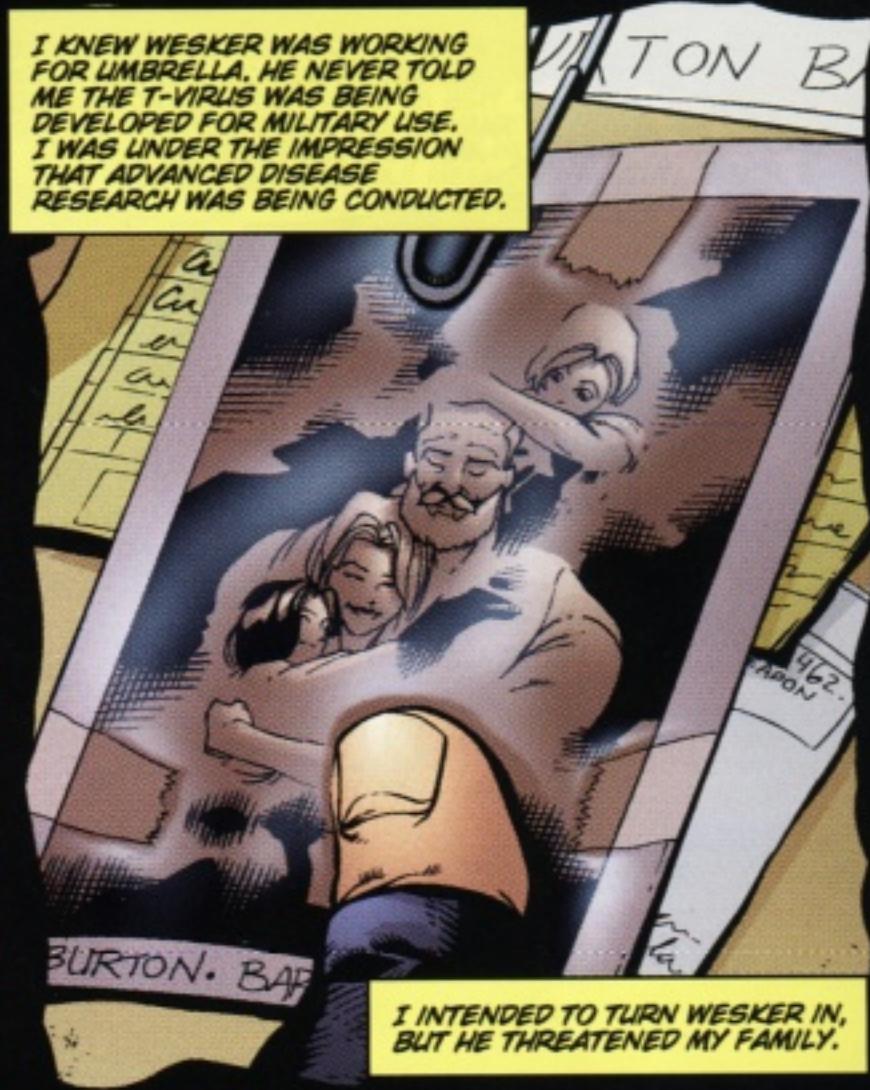


WE WERE SAFELY AWAY WHEN IT WENT UP. FIRST THERE WAS A DEEP RUMBLE, THEN THE SKY LIT UP WITH FIRE.



WE LOST TOO MANY GOOD SOLDIERS THERE.







HE'S SUPPOSED TO BE REALLY GOOD, BUT NOBODY CAN LAST LONG AGAINST A TOWN FULL OF ZOMBIES. LET'S HOPE FOR HIS SAKE THAT EVERYTHING REMAINS QUIET.

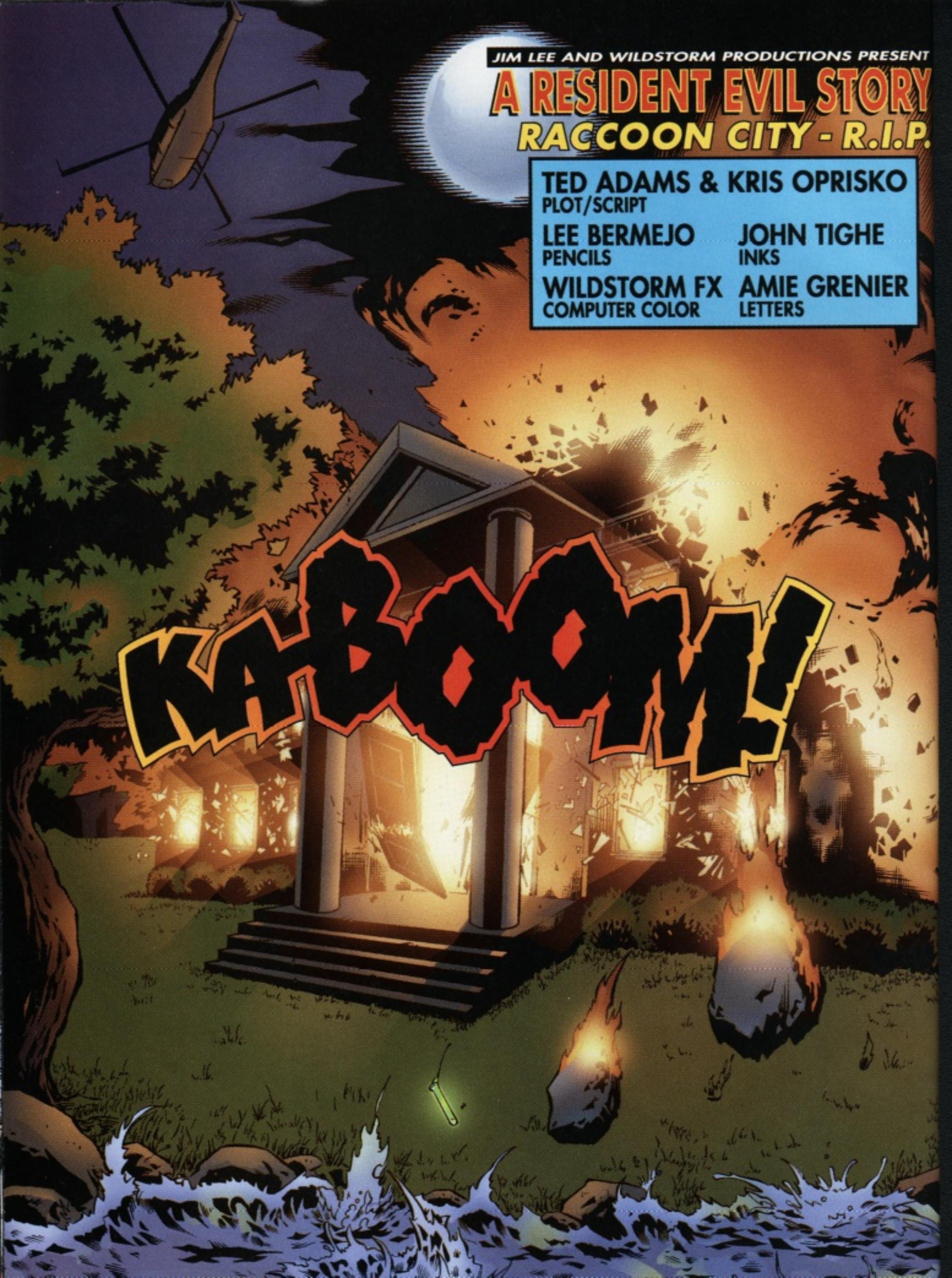


LATER.

I'VE STILL GOT A BAD FEELING ABOUT THIS WHOLE MESS. HOPEFULLY, JILL AND I CAN ANSWER SOME QUESTIONS IN EUROPE, BUT FIRST I'VE GOTTA CONTACT MY SISTER CLAIRE.



LAST SHE HEARD I WAS IN RACCOON CITY, AND SHE'S JUST CRAZY ENOUGH TO TRY AND FIND ME.



JIM LEE AND WILDSHOCK PRODUCTIONS PRESENT

**A RESIDENT EVIL STORY
RACCOON CITY - R.I.P.**

TED ADAMS & KRIS OPRISKO
PLOT/SCRIPT

LEE BERMEJO PENCILS **JOHN TIGHE**
INKS

WILDSHOCK FX COMPUTER COLOR **AMIE GRENIER**
LETTERS

RACCOON CITY

...ACCORDING TO RACCOON CITY POLICE CHIEF BRIAN IRONS, EVERYTHING IS NOW UNDER CONTROL AT UMBRELLA...



...IN OTHER NEWS, RACCOON CITY HEALTH OFFICIALS ARE REPORTING AN OUTBREAK OF A NEW FLU VIRUS...

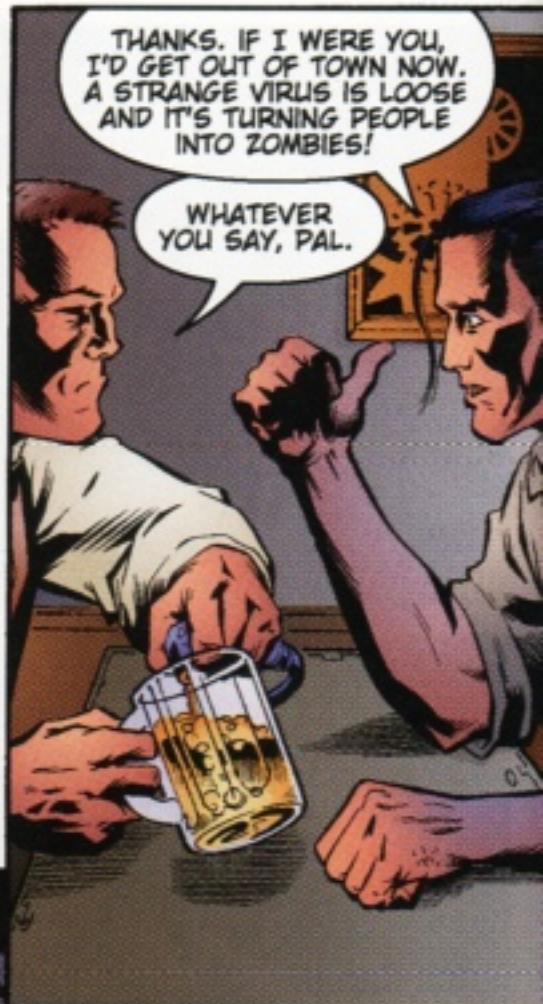


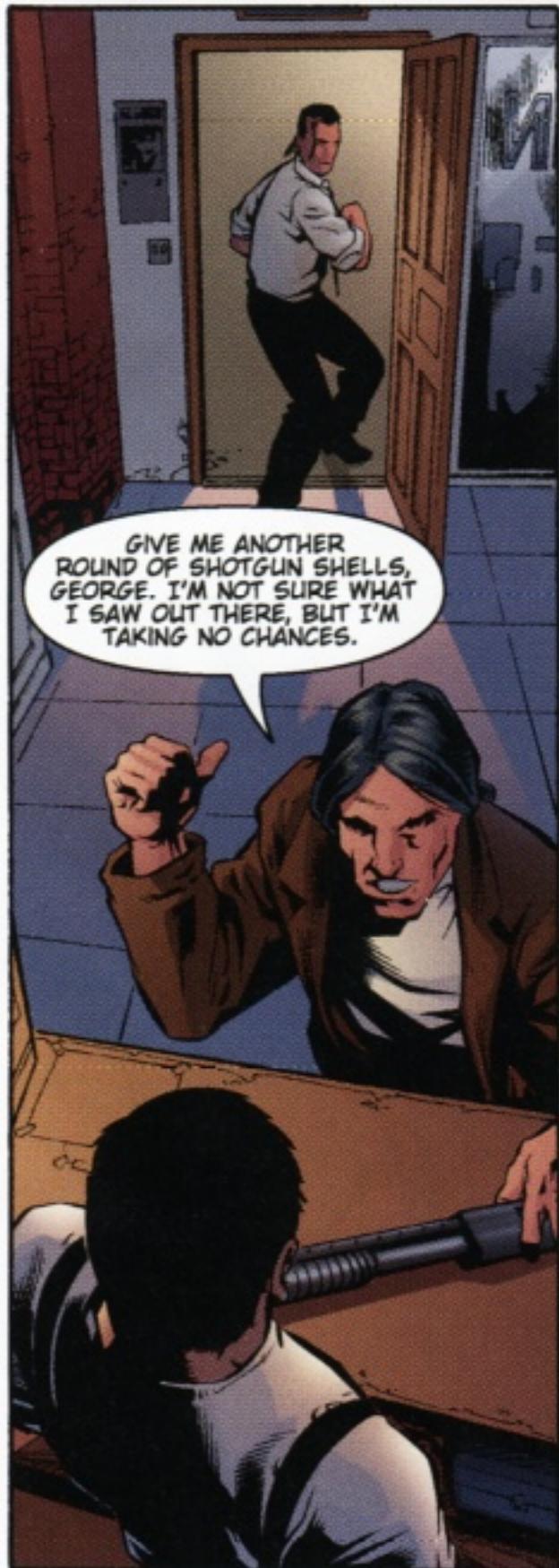
...SYMPTOMS INCLUDE CHRONIC FATIGUE AND SEVERE SKIN IRRITATION. ANYONE WITH THESE SYMPTOMS ARE URGED TO SEE THEIR DOCTOR...

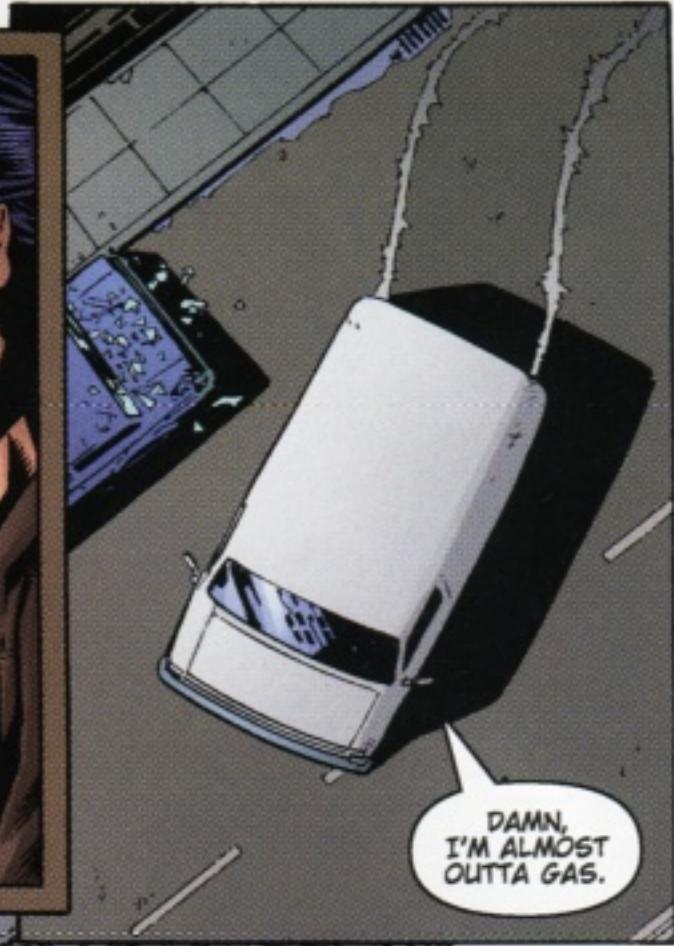
















WHAT IS
GOING ON IN THIS
TOWN? THIS PLACE
LOOKS LIKE HELL
ON EARTH.

PHAM

ONE WAY

DIRU

大 桂 興 金

多 芳 K