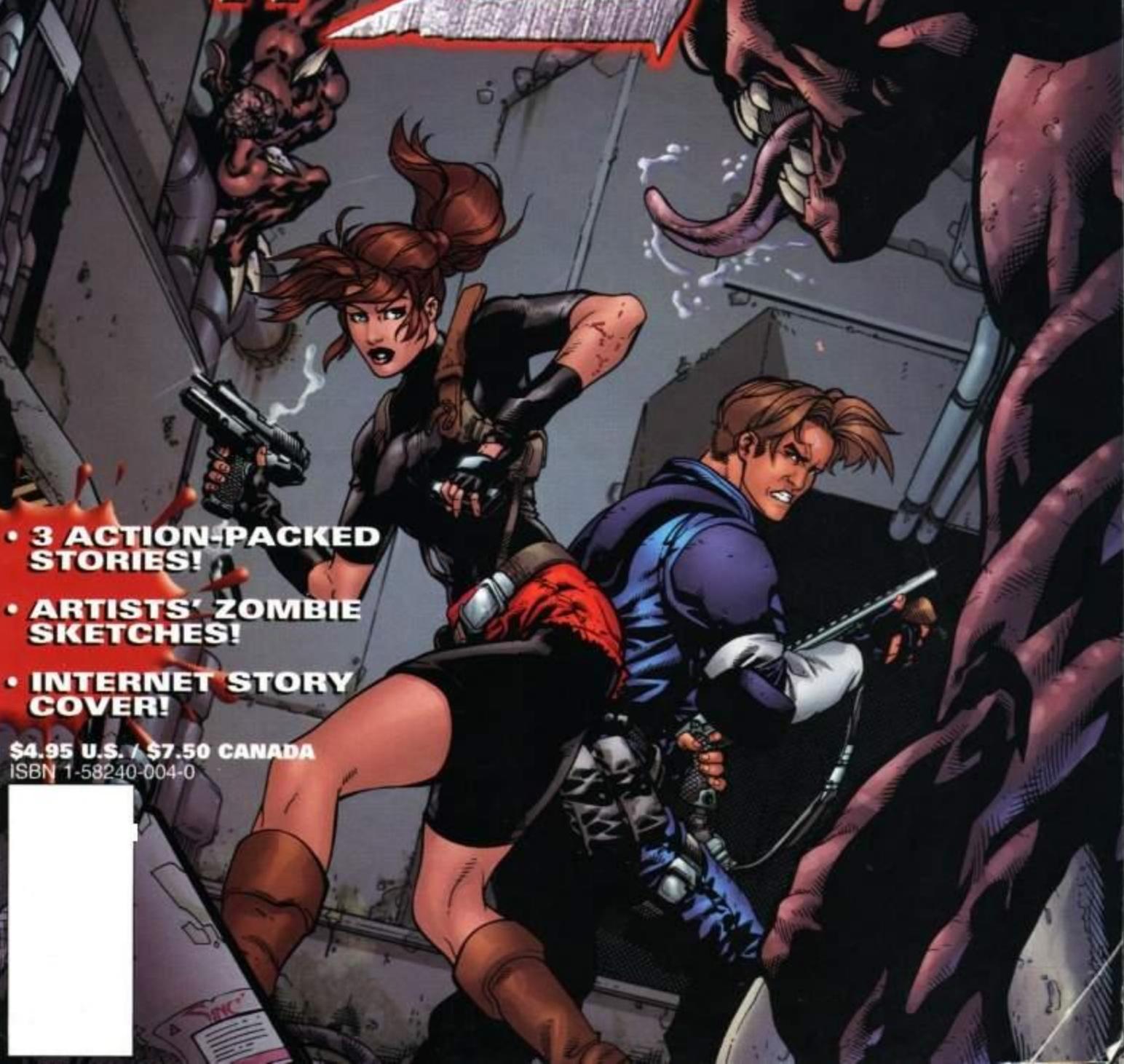


THE OFFICIAL COMIC BOOK MAGAZINE!

Summer 1998

# RESIDENT EVIL™

#  
2



- **3 ACTION-PACKED STORIES!**
- **ARTISTS' ZOMBIE SKETCHES!**
- **INTERNET STORY COVER!**

\$4.95 U.S. / \$7.50 CANADA  
ISBN 1-58240-004-0

## Introduction

# RESIDENT EVIL™

Thank you to all the new readers of the Resident Evil Comic Book Magazine series, and an extra-special thanks to all of you who bought issue #1. In this issue you'll find longer stories, more zombies and creatures, and lots more of the thrills and scares you've come to expect from Resident Evil.

In "A New Chapter of Evil," follow Leon and Claire as they desperately fight their way through the nightmare of Raccoon City, post-G-virus breakout.

"Mutant Menagerie," a story that takes place across town from the Raccoon City Police Department, shows the deadly effects of the G-virus when it infects a zoo full of savage beasts!

Our final story, "Lock Down," is set between the events of Resident Evil 1 and 2. This story deals with S.T.A.R.S. team member Barry Burton as he tries to forget the horrors he's seen. Unfortunately for him, the horror is far from over.

Besides the great comic stories, be sure to check out the three "Resident Evil Artist's Gallery" pages scattered throughout the magazine. These pages allow you a glimpse into the private sketchbooks of artists Carlos D'Anda, Lee Bermejo, and Ryan Odagawa.

Finally, for those of you who have been following the online Resident Evil comic on WildStorm's web page ([www.wildstorm.com/resevil](http://www.wildstorm.com/resevil)), we've included a special cover. Now you can print out the pages you've downloaded and complete the book with this beautiful cover by Ryan Odagawa and Jasen Rodriguez. Be sure to keep checking the website, as a new story is due to launch online after the original 15-page comic is completed at the end of July.



Kris Oprisko

P.S. Keep those letters coming! The letters page will debut in Resident Evil #3!

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

## Credits:

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JIM LEE AND WILDSHORM  
PRODUCTIONS PRESENT

# A RESIDENT EVIL STORY

## A NEW CHAPTER OF EVIL

TED ADAMS STORY  
CARLOS D'ANDA PENCILS  
MARK IRWIN INKS  
JOHN TIGHE INK ASSIST  
TAD ERlich &  
WILDSHORM FX COLORS  
AMIE GRENIER LETTERS  
KRIS OPRISKO EDITS

WHAT'S GOING  
ON? I ARRIVED IN TOWN  
AND THE WHOLE PLACE  
WENT INSANE! YOU'RE  
A COP, RIGHT?

YEAH, FIRST  
DAY ON THE JOB.  
GREAT, HUH? NAME'S  
LEON KENNEDY.

MINE'S CLAIRE.  
CLAIRE REDFIELD. I  
CAME TO FIND MY  
BROTHER, CHRIS.

WHAT THE...?  
THAT MANIAC'S  
GONNA RAM US.

QUICK!  
JUMP!

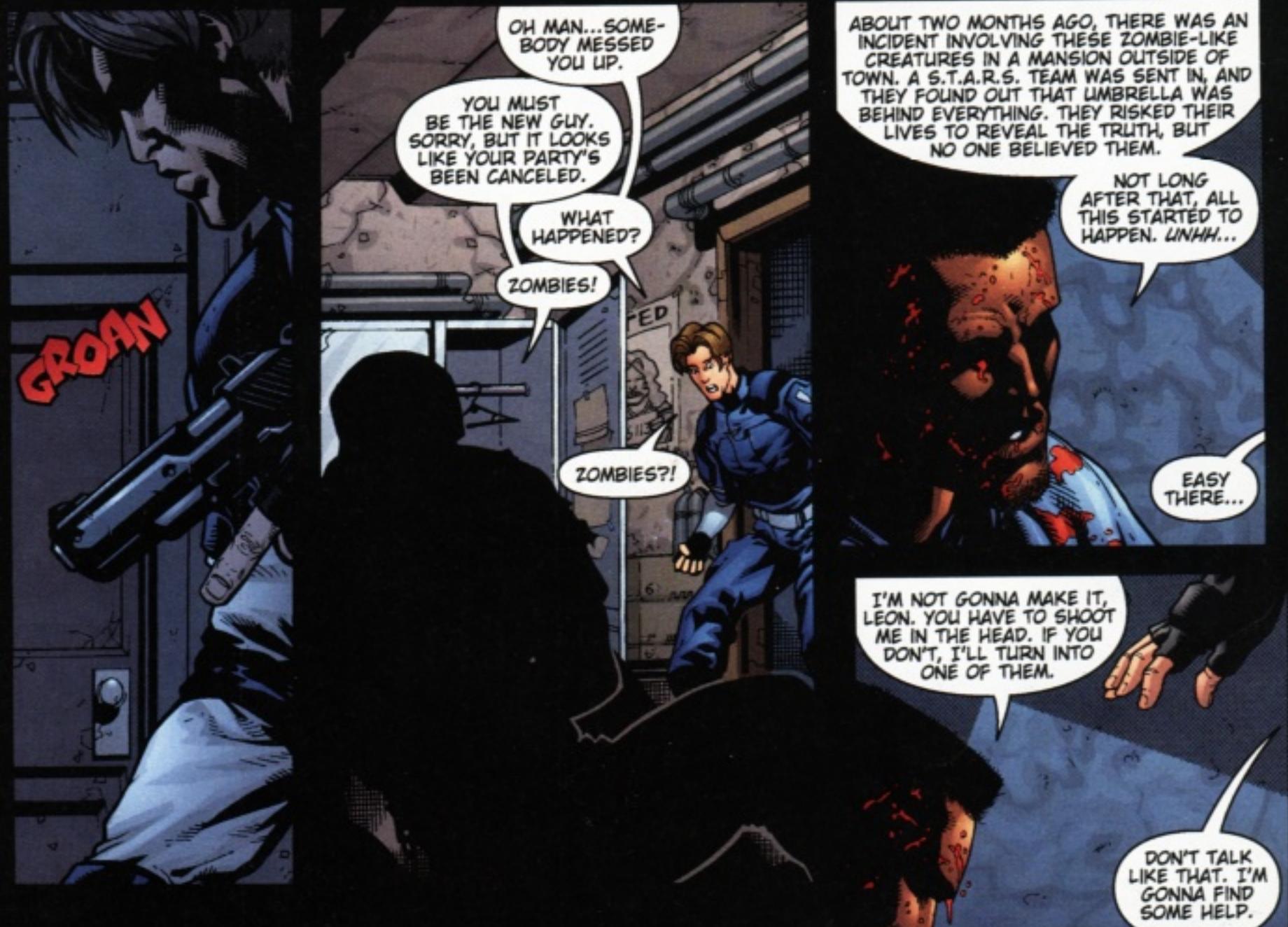
# KERSMASH!

CLAIRE!  
YOU OKAY?

I'M  
OKAY.

HEAD TO  
THE POLICE  
STATION. I'LL  
MEET YOU  
THERE.

OKAY.



**THUP THUP THUP THUP THUP THUP**

MEANWHILE, CLAIRE HEADS FOR THE POLICE STATION.





RCPD LOCKER ROOM.





I'M TRYING TO FIND MY BOYFRIEND. HIS NAME'S JOHN FAY. HE WAS WORKING FOR UMBRELLA, BUT HE SUDDENLY DISAPPEARED.

I DON'T KNOW ANYTHING ABOUT HIM.

OKAY, LISTEN. WE CAN TALK ABOUT THIS LATER. WHERE'S THE KEY TO THIS CELL?

I HAVE IT RIGHT HERE, BUT I'M NOT ABOUT TO LEAVE. THOSE ZOMBIES AREN'T THE ONLY THINGS CRAWLING AROUND. THERE'S SOMETHING ELSE OUT THERE-- SOMETHING BIG.

WHAT WAS THAT?!

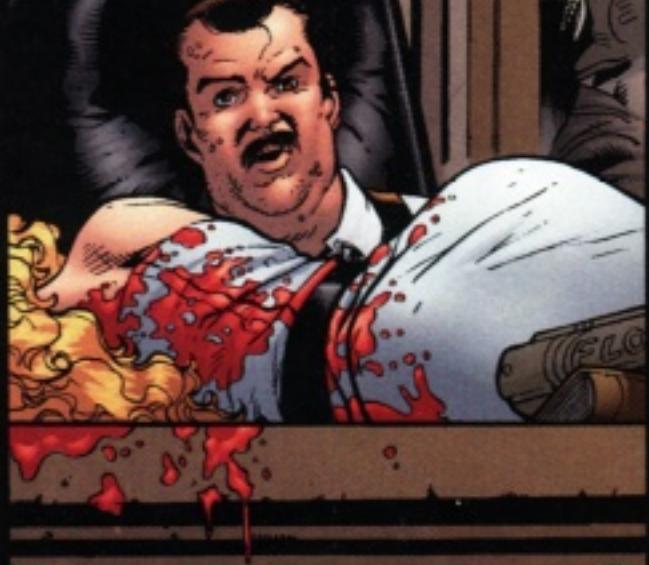
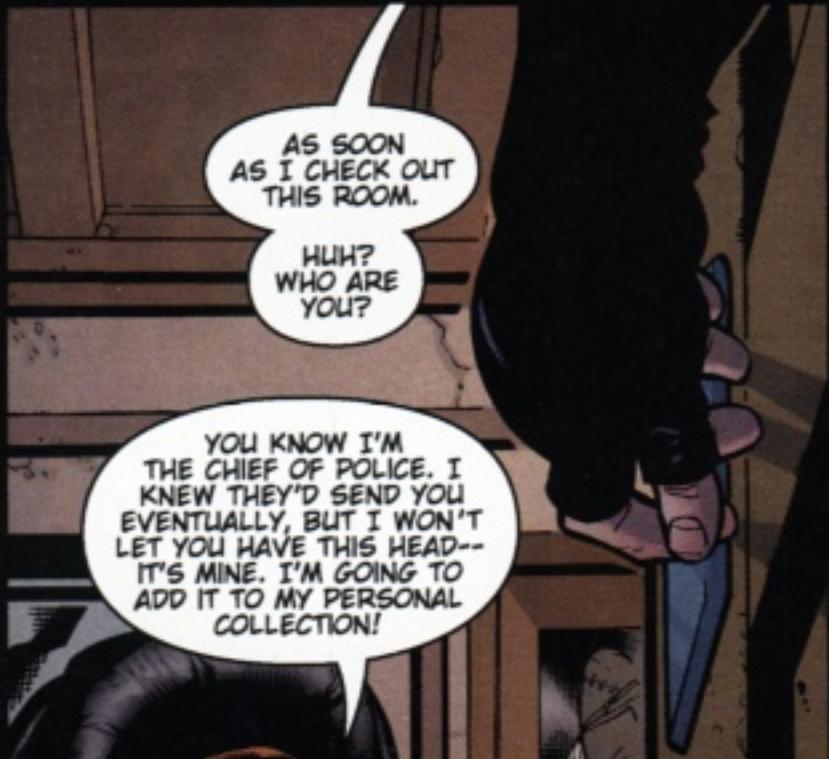
LIKE I SAID, I'M NOT LEAVING THIS CELL. GET LOST BEFORE YOU LEAD THAT THING TO ME. IF YOU WANT TO GET OUT OF HERE, THERE'S A KENNEL IN THE BACK OF THIS BUILDING. INSIDE THE KENNEL IS A MANHOLE. GO THROUGH IT AND YOU'LL FIND A SEWER ENTRANCE THAT LEADS OUTSIDE OF THE CITY.

LET'S SEE IF WE CAN FIND THE KENNEL.

ALL RIGHT. I THINK YOU'RE CRAZY, BUT I'M NOT STICKING AROUND HERE. LET'S GO, ADA.

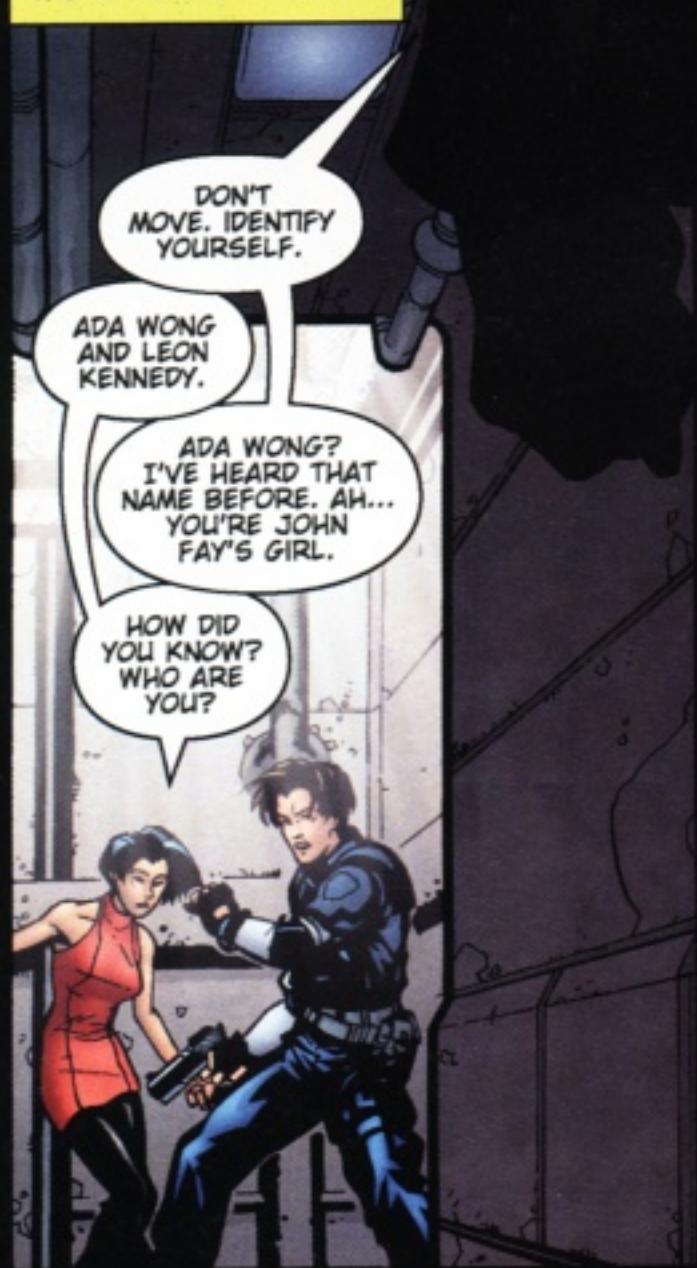








TEN MINUTES EARLIER IN THE SAME ELEVATOR...



I'M ANNETTE BIRKIN. MY HUSBAND IS THE MAN RESPONSIBLE FOR THE CREATION OF THE T-VIRUS, WILLIAM BIRKIN.

WHAT?!

JOHN'S DEAD, BY THE WAY. HE BECAME ONE OF THOSE ZOMBIES. MY CONDOLENCES, BUT YOU'LL BE JOINING HIM SHORTLY. I WON'T LET ANYONE TAKE THE G-VIRUS FROM ME.



MY HUSBAND'S LATEST WORK. IT CAN CREATE THE ULTIMATE BIO-WEAPON. WILLIAM WAS FORCED TO INJECT HIMSELF WITH IT WHEN UMBRELLA TRIED TO STEAL HIS RESEARCH.

I'VE GOT TO FIND HIM. EVERY G-VIRUS BIO-WEAPON HAS THE ABILITY TO IMPLANT EMBRYOS IN OTHER CREATURES. THAT'S WHY HE'S AFTER MY DAUGHTER, SHERRY.

THE BODIES OF INDIVIDUALS WITH NON-RELATED GENETIC CODING OFTEN REJECT THE EMBRYO. BUT SINCE SHERRY IS HIS DAUGHTER, HER BODY WILL ACCEPT THE EMBRYO. HE'S GOT TO FIND HER, IT'S AN INHERENT SURVIVAL INSTINCT.

BUT I THINK THAT'S ENOUGH OF STORY TIME. I KNOW WHY YOU'RE HERE.

**BAM**



MEANWHILE, CLAIRE AND SHERRY CONTINUE TO WORK THEIR WAY DOWN THE SEWER.







YOU MONSTER,  
YOU'RE RESPONSIBLE  
FOR HUNDREDS OF  
DEATHS.

BLA

BLA

STOP!

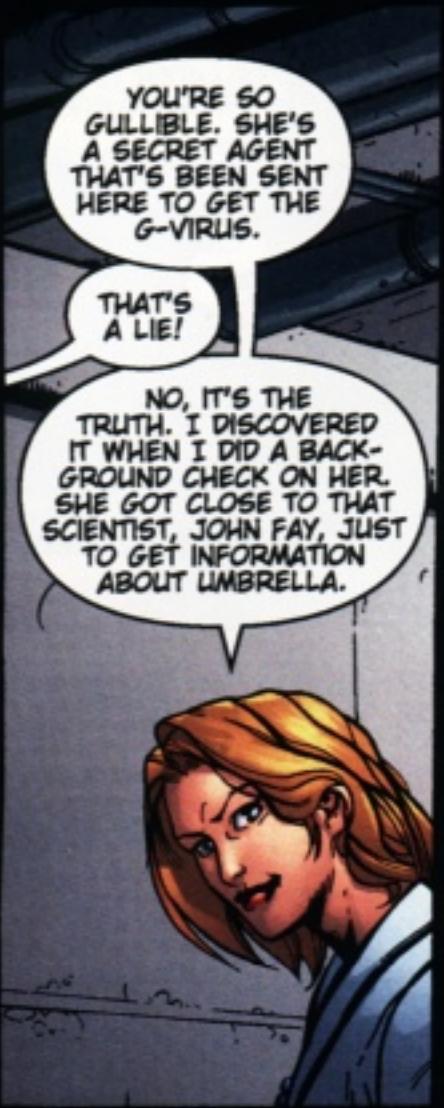
I THINK I  
KILLED IT, ADA. I'M  
GONNA FIND YOU  
SOME HELP.

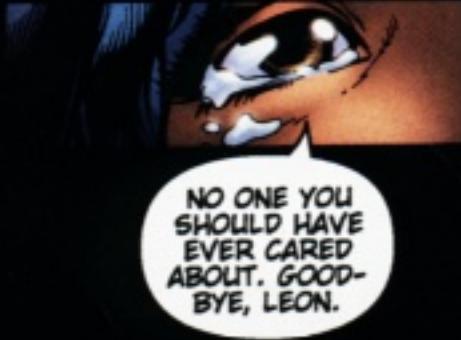
YOU MURDERED  
MY HUSBAND! YOU  
CAME FOR THE G-VIRUS,  
DIDN'T YOU? BUT YOU'LL  
NEVER GET IT FROM ME.  
THIS IS MY HUSBAND'S  
LEGACY.

AND NOW I SEE  
YOU'VE TEAMED  
UP WITH THAT  
SPY.

WHAT?

YOU REALLY  
DON'T KNOW  
ANYTHING, DO  
YOU? HA!





LEON. WHERE ARE YOU? I JUST FOUND SHERRY'S MOM.

THEN I'M JUST AHEAD OF YOU. HURRY.

2 MINUTES TO SELF-DESTRUCT!

CLAIRE! LET'S GET OUT OF HERE, THIS PLACE IS GONNA BLOW. THERE'S SUPPOSED TO BE A TRAIN AROUND HERE.

THUMP  
THUMP  
THUMP

HUH?

THUMP

DAMN IT!  
WHY WON'T THIS THING DIE?

CRASH

GRAAHHH

I THINK IT'S  
CHANGING SHAPE.  
SHOOT!

BOOM  
BOOM  
BOOM  
BOOM  
BOOM  
BOOM

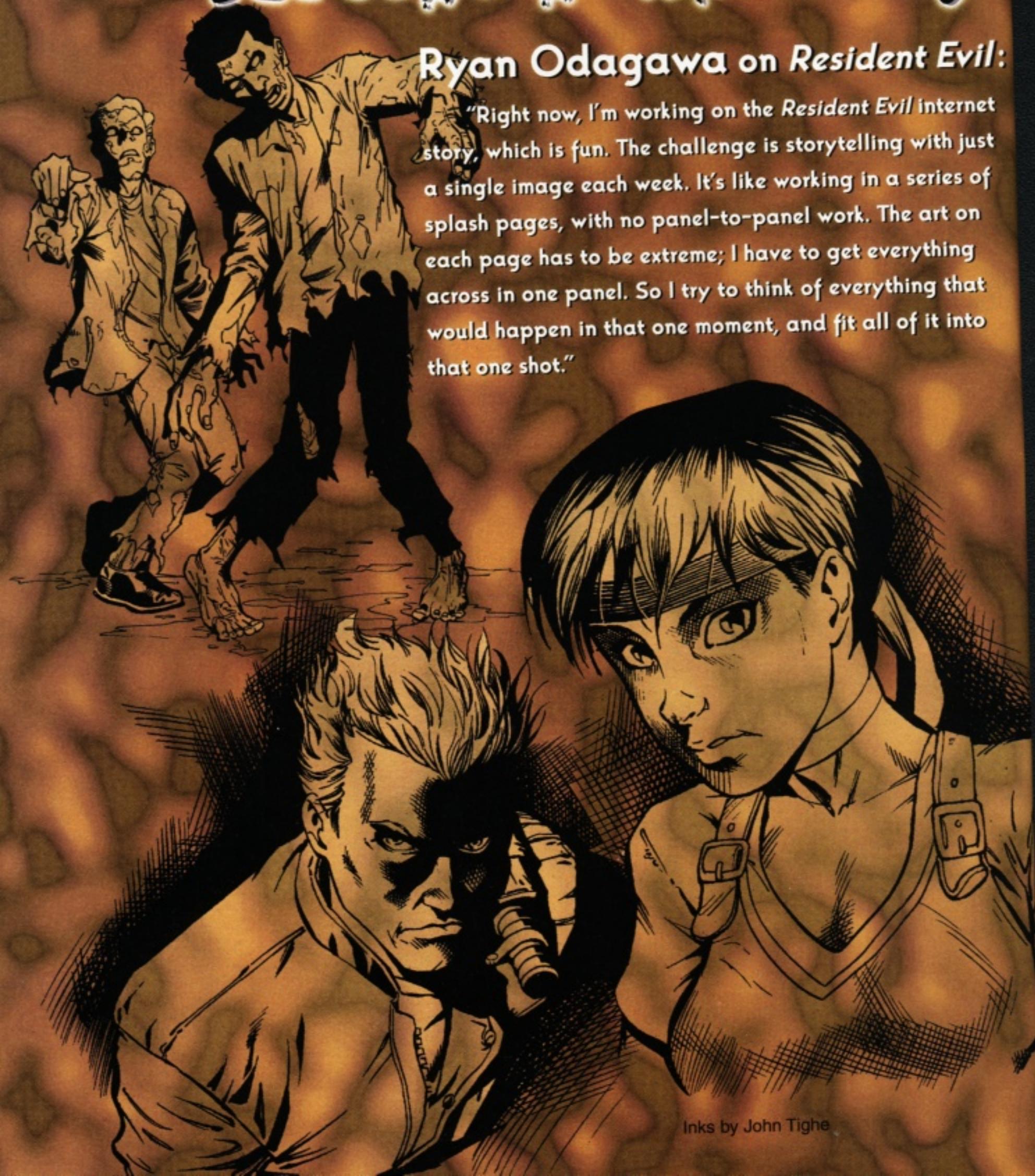


# RESIDENT EVIL

## Artist's Gallery

Ryan Odagawa on Resident Evil:

"Right now, I'm working on the *Resident Evil* internet story, which is fun. The challenge is storytelling with just a single image each week. It's like working in a series of splash pages, with no panel-to-panel work. The art on each page has to be extreme; I have to get everything across in one panel. So I try to think of everything that would happen in that one moment, and fit all of it into that one shot."



SEPTEMBER 7TH,  
7 A.M., RACCOON  
CITY ZOO.

WHASSUP,  
PATRICK? ALL  
THE ANIMALS  
ARE FED, SO  
I'M HEADIN'  
HOME.

ALL RIGHT,  
HAL. TAKE IT  
EASY.

NOTHING  
EXCITING EVER  
HAPPENS  
AROUND HERE.

YOU BETTER CHECK ON  
THE ELECTRICAL SYSTEM TODAY,  
THOUGH. IT'S BEEN THREATENING  
TO OVERLOAD, AND IF IT DOES THIS  
WHOLE PLACE COULD GO UP  
LIKE A ROMAN CANDLE!

YEAH, THE  
GRID'S BEEN ON  
THE FRITZ FOR  
A WHILE, BUT  
IT'S GETTING  
DANGEROUS  
NOW.

AT LEAST  
IT'LL GIVE ME  
SOMETHING TO  
DO. SINCE THE  
MANSION WENT  
UP IN FLAMES,  
PEOPLE'VE  
MOSTLY BEEN  
STAYIN'  
HOME.

JIM LEE AND WILDSTORM  
PRODUCTIONS PRESENT

# A RESIDENT EVIL STORY

## MUTANT MENAGERIE

KRIS OPRISKO  
STORY

LEE BERMEJO  
PENCILS

JOHN TIGHE  
INKS

WILDSTORM FX  
COLOR

AMIE GRENIER  
LETTERS

THE PREVIOUS EVENING, SECRET  
RACCOON CITY UMBRELLA LABORATORY.

WILLIAM BIRKIN, CHIEF RESEARCHER  
IN CHARGE OF G-VIRUS RESEARCH,  
IS WORKING LATE WHEN...

GRIEVOUSLY INJURED,  
BIRKIN CLUTCHES AN  
OVERLOOKED VIAL OF  
G-VIRUS.

MUST KEEP  
THE VIRUS ALIVE,  
EVEN IF IT MEANS  
DESTROYING MYSELF.

THIS  
IS IT! OPEN  
FIRE!

STOP!  
YOU'LL DESTROY  
THE SPECIMENS!

"RRR RRR

BAM

BAM

GOD  
HELP ME.

PROPELLED BY SHEER WILLPOWER TO  
SAVE HIS LIFE'S WORK, BIRKIN HAS  
BUT ONE SIMPLE THOUGHT...

...MUST...  
INFECT...MANY...  
HOSTS...

AS THE G-VIRUS COURSES THROUGH HIS  
VEINS, WILLIAM BIRKIN MUTATES INTO A  
HIDEOUS MOCKERY OF HUMANITY.

RWAARRR!

SEPTEMBER 7TH, 7:45 A.M.

GRO<sup>RRRR</sup> HARRUU

WHA?

BLANKY AND STEINER! WHAT THE HELL IS GOING ON AROUND HERE?

WHATEVER IT IS, I GUESS I'LL HAVE TO HANDLE IT ALONE.



SENSING MOTION NEAR THE REPTILE HOUSE, PATRICK BRADY DRAWS HIS GUN.



HEY YOU!  
STOP RIGHT THERE!





...TIME?

CRACK





IT'S BEEN  
THREATENING TO OVER-  
LOAD, SO IF I CAN JUST  
MAKE IT TO THE UTILITY  
SHED, I SHOULD BE ABLE  
TO BLOW THIS WHOLE  
PLACE SKY-HIGH!

THE  
ONLY PROBLEM  
IS, THE SHED'S  
CLEAR ACROSS THE  
ZOO, SO I'LL NEED  
MAXIMUM AMMO.

C'MON  
FREAKS,  
DO YOUR  
WORST!







WHEN THE POWER SURGE REACHES THE MAIN GENERATOR BURIED DEEP UNDER THE ZOO, A THUNDEROUS EXPLOSION RIPS APART THE ENTIRE AREA.

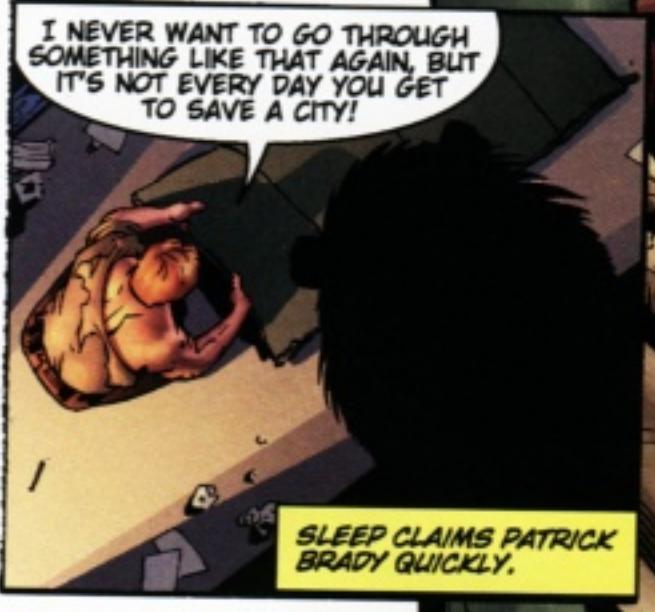


SEVERAL HOURS LATER.

URRRR



AS LONG  
AS YOU GOT  
ALL THOSE  
CRITTERS, IT  
LOOKS LIKE THE  
TOWN IS SAFE.  
OVER AND OUT.



SLEEP CLAIMS PATRICK  
BRADY QUICKLY.



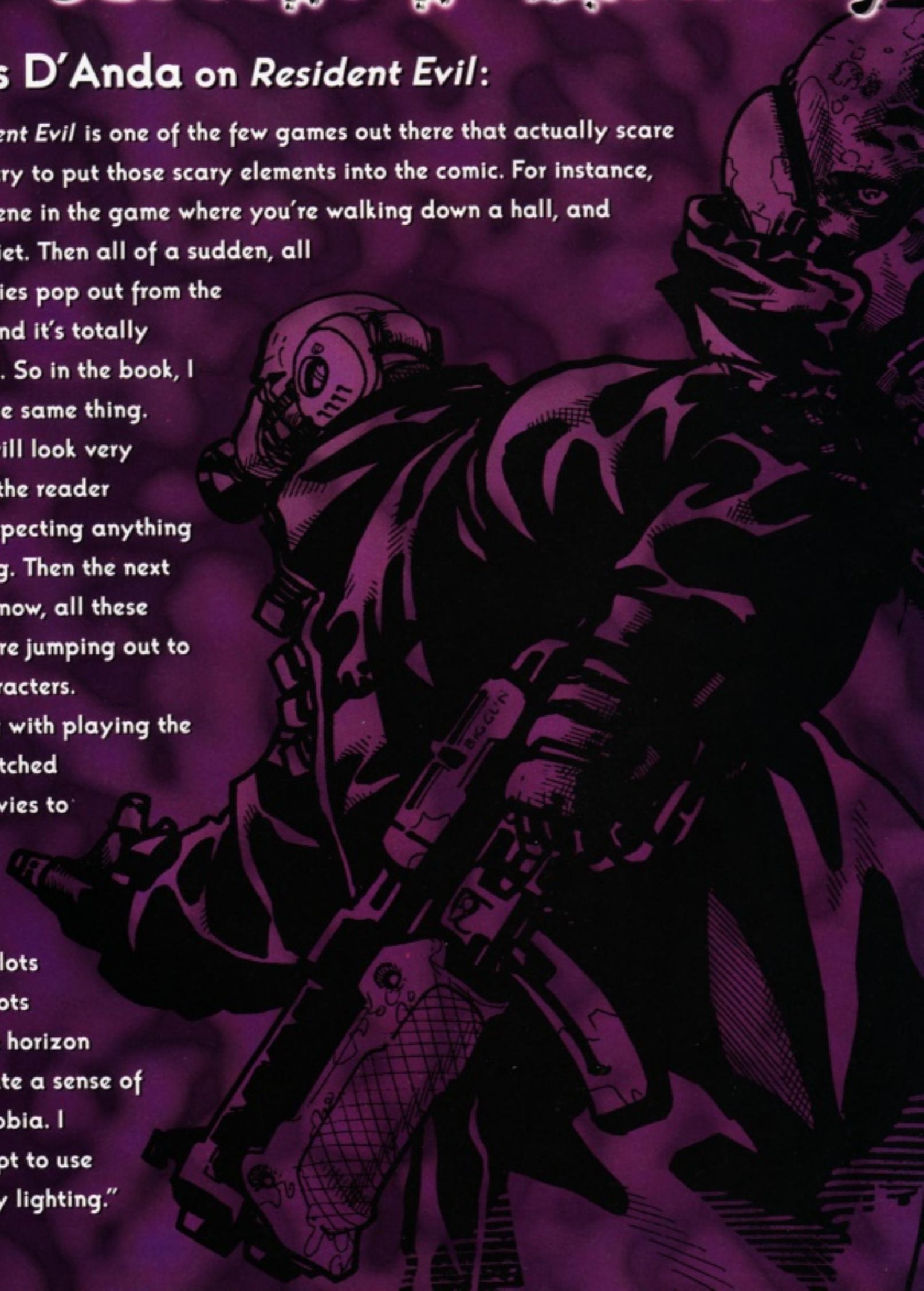
# RESIDENT EVIL™

## Artist's Gallery

### Carlos D'Anda on Resident Evil:

"Resident Evil is one of the few games out there that actually scare you, and I try to put those scary elements into the comic. For instance, there's a scene in the game where you're walking down a hall, and it's very quiet. Then all of a sudden, all these zombies pop out from the windows, and it's totally unexpected. So in the book, I try to do the same thing. My scene will look very quiet, and the reader won't be expecting anything to go wrong. Then the next thing you know, all these creatures are jumping out to kill the characters."

"Along with playing the game, I watched zombie movies to see what shots the directors used. I use lots of down shots and tilt the horizon line to create a sense of claustrophobia. I also attempt to use very moody lighting."



IT'S BEEN A WEEK SINCE BARRY BURTON AND THE REST OF THE S.T.A.R.S. TEAM HAVE BEEN DEBRIEFED FROM THEIR DISASTROUS RACCOON CITY MISSION.

SEEKING TO BLOT OUT HIS RECURRING NIGHTMARES, BARRY SEEKS THE HELP OF A PSYCHIATRIST.

87 JIM LEE AND WILDSTORM PRODUCTIONS PRESENT

## A RESIDENT EVIL STORY LOCK DOWN

KRIS OPRISKO  
STORY

LEE BERMEJO  
PENCILS

JOHN TIGHE  
INKS

WILDSTORM FX  
COLOR

AMIE GRENIER  
LETTERS

MARK IRWIN  
EDITS

I CAN'T BELIEVE  
I'M ACTUALLY SEEING A SHRINK.  
THE S.T.A.R.S. BRASS SURE SEEMED  
TO THINK THIS GUY COULD HELP ME,  
THOUGH. ANYTHING'S BETTER THAN  
THOSE DAMN NIGHTMARES.

HUH? THAT GUY LOOKS...

GET A GRIP! YOU'RE SEEING  
ZOMBIES EVERYWHERE NOW!  
REMEMBER...

ONE PROPERLY TRAINED  
PSYCHIATRIST.

ONE QUICK DOCTOR VISIT.

AND A WHOLE LOT OF  
DEAD MEMORIES.

Dr. Peter W. Lengle  
PSYCHIATRIST



Hi, I'm here  
to see Dr. Lengle.  
The name's Barry  
Burton.

PLEASE GO RIGHT  
IN. THE DOCTOR'S BEEN  
EXPECTING YOU.

MR. BURTON!  
A PLEASURE TO  
MEET YOU.

I'VE...

THE ALARM!  
BARRY, WAIT  
OUT HERE!

BEEEP  
BEEEP  
BEEEP

...HOT ZONE  
LEAK?!? ...SUBJECTS  
HAVE ESCAPED!





BARRY RACES TOWARDS THE LOBBY, ONLY TO FIND...



I'LL TRIP THE BREAKER ON THE ELECTRONIC LOCK TO TRAP THEM INSIDE. IT SHOULD BE IN THE BASEMENT SOMEWHERE.

HELP--YOU'VE GOT TO KILL THEM BEFORE THEY GET OUTSIDE!

EASY, OLD MAN. I'VE GOT SOME EXPERIENCE WITH THESE CREEPS.

HERE...TAKE THIS... THERE'S BOMB PARTS SCATTERED AROUND THE BUILDING...

BOMB PARTS? WHY?

THIS? BUT IT CAME FROM DR. LINGLE! S.T.A.R.S. IS STILL COMPROMISED??!

THERE, THAT SEALS THEM INSIDE. NOW HOW CAN I ELIMINATE THE BASTARDS?

SECRET LAB DOWNSTAIRS...BOMB IS TO DESTROY EVIDENCE IN CASE OF EMERGENCY...BUT YOU KNOW THAT, YOU'VE GOT THE LAB KEY CARD...

THANKS FOR THE HELP.  
I DON'T KNOW IF YOU'RE  
MIXED UP IN THIS TOO,  
BUT NO ONE DESERVES  
TO BE A ZOMBIE.

BAM

TIME  
TO GET TO  
WORK.



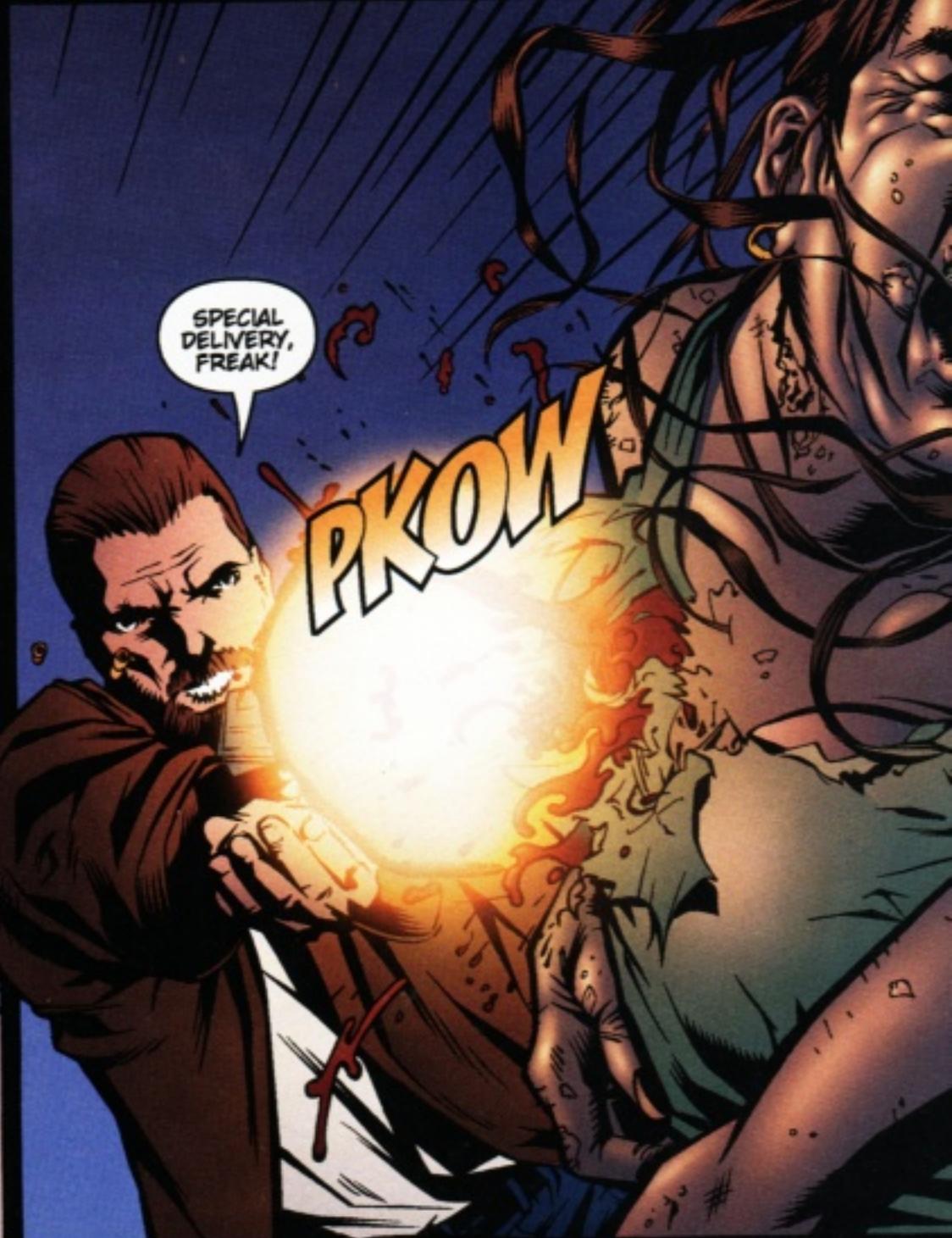




M 1 2 3 4 5 6

YOU'VE GOT  
TO BE KIDDING--A  
POSTAL CENTER!

MAIL★







THAT LEAVES  
ONE BOMB PART  
TO GO.



AFTER A SHORT ELEVATOR RIDE TO THE SUB-BASEMENT...





THEY'RE  
HEADING FOR THE  
CARCASS.

TIC TIC TIC TIC

PKOW

essss

SKREE!

COULDN'T  
RESIST A QUICK  
MUNCH, HUH?

IF I DON'T  
FIX MY LEG NOW,  
I'LL NEVER MAKE  
IT OUT OF HERE  
ALIVE.







# RESIDENT EVIL™

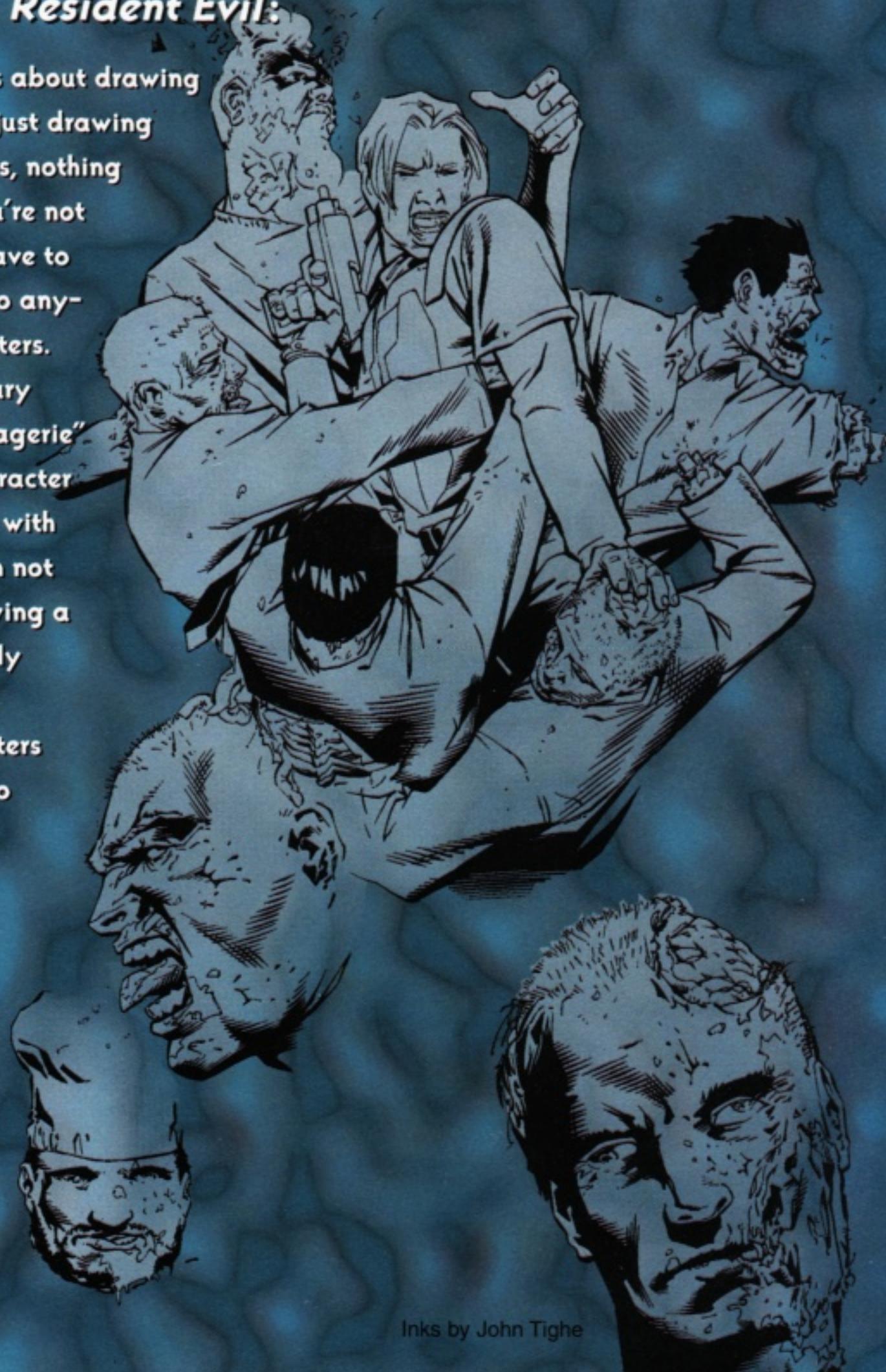
## Artist's Gallery

### Lee Bermejo on Resident Evil:

"One of the easy things about drawing *Resident Evil* is that you're just drawing regular people and monsters, nothing more complex than that. You're not drawing superheroes that have to look perfect, and you can do anything you like with the monsters."

"I prefer to draw ordinary people. In the "Mutant Menagerie" story, I wanted the lead character to look like an average guy with an average build. It was fun not having to worry about drawing a character that was constantly flexing or wearing spandex."

"And drawing the monsters is fun because you can do so many things with zombies. Almost no matter what you do, they still look creepy and scary. They're also easy to draw, because you don't necessarily have to draw the whole figure. A zombie could be missing an arm or some other part of its body."



Inks by John Tighe