



Resident Evil 4

Resident Evil 4^[b] is a 2005 survival horror game developed and published by Capcom for the GameCube. Players control the special agent Leon S. Kennedy on a mission to rescue the US president's daughter, Ashley Graham, who has been kidnapped by a religious cult in rural Spain. Leon fights hordes of enemies infected by a mind-controlling parasite and reunites with the spy Ada Wong. In a departure from the fixed camera angles and slower gameplay of previous *Resident Evil* games, *Resident Evil 4* features a dynamic camera system and action-oriented gameplay.

Development on *Resident Evil 4* began for the PlayStation 2 in 1999. Four proposed versions were discarded; the first was directed by Hideki Kamiya, but series creator Shinji Mikami felt it was too great a departure from the previous games, so it was spun off as *Devil May Cry* (2001). Other versions were scrapped until Mikami took directorial duties for what became the final version. The game was announced as part of the Capcom Five, a collaboration between Capcom and Nintendo to create five exclusives for the GameCube.

Resident Evil 4 garnered acclaim for its story, gameplay, graphics, voice acting, and characters, and is cited as one of the best video games of all time, winning multiple Game of the Year awards in 2005. It was ported to numerous formats, and became a cross-platform hit, selling 12.3 million units by December 2022. It influenced the evolution of the survival horror and third-person genres, popularizing the "over-the-shoulder" third-person view used in games such as *Gears of War*, *Dead Space*, and *The Last of Us*. Its successor, *Resident Evil 5*, was released in 2009. A remake of Resident Evil 4 was released in 2023.^[1]

Gameplay

The player controls the protagonist, Leon S. Kennedy, from a third-person perspective. Departing significantly from the series' previous games, the gameplay focuses on action and shootouts with fewer survival horror elements. 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.^[2]

Resident Evil 4



North American cover art

Developer(s)	<u>Capcom</u> <u>Production Studio 4</u> ^[a]
Publisher(s)	<u>Capcom</u> ^[show] Windows <u>JP</u> : <u>Capcom</u> <u>NA/PAL</u> : <u>Ubisoft</u> Oculus Quest 2 <u>WW</u> : <u>Oculus Studios</u>
Director(s)	<u>Shinji Mikami</u>
Producer(s)	<u>Hiroyuki Kobayashi</u>
Designer(s)	<u>Hiroshi Shibata</u> <u>Kouji Kaka</u> <u>Shigenori Nishikawa</u>
Programmer(s)	<u>Kiyohiko Sakata</u>
Writer(s)	<u>Shinji Mikami</u>

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, and shots to the arms can make them drop their weapons. Players can also shoot down projectiles like thrown axes or scythes.^[3]



Leon fighting a group of Ganados. Unlike previous entries in the series, *Resident Evil 4* has the camera following directly behind the character. The laser sight enables the player to target key zones on enemies.^[3]

Resident Evil 4 adds 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, in which the player must avoid instant-kill attacks.^[4]

The main enemies are violent villagers referred to as Los Ganados ("The Cattle" in Spanish). Unlike the franchise's traditional zombies, they can dodge, wield weaponry like chainsaws and projectile weapons, and are capable of working collectively and communicating with each other. The villagers' leaders may transform into grotesque monstrous forms to do battle with the player when encountered. Other prominent enemies include the Regeneradors, a type of mutated humanoid creature with potent regenerative abilities; the troll-like El Gigante; and the gigantic sea creature Del Lago.^[5]

The inventory system 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. 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.^{[6][7]}

Composer(s)	Misao Senbongi Shusaku Uchiyama
Series	<i>Resident Evil</i>
Platform(s)	[show] <u>GameCube</u> <u>PlayStation 2</u> <u>Windows</u> <u>Wii</u> <u>iOS</u> <u>Zeebo</u> <u>PlayStation 3</u> <u>Xbox 360</u> <u>Android</u> <u>PlayStation 4</u> <u>Xbox One</u> <u>Nintendo Switch</u> <u>Oculus Quest 2</u>
Release	January [show] 11, 2005 GameCube <u>NA</u> : January 11, 2005 <u>JP</u> : January 27, 2005 <u>PAL</u> : March 18, 2005 PlayStation 2 <u>NA</u> : October 25, 2005 <u>EU</u> : November 4, 2005 <u>AU</u> : November 9, 2005 <u>JP</u> : December 1, 2005 Windows <u>AU</u> : March 1, 2007 <u>EU</u> : March 2,

Capcom added content for the PlayStation 2 version, which was later incorporated into the PC and Wii releases. The largest addition is "Separate Ways", a side story which focuses on Ada Wong's involvement in *Resident Evil 4* and her connection to the series' villain Albert Wesker.^[8] "Ada's Report", a five-part documentary, analyzes Ada's relationship with Wesker and his role in the plot.^[9] Other unlockable content in all versions includes the minigame "The Mercenaries" and short scenario "Assignment Ada" (using Ada to retrieve Las Plagas samples), new costumes for Leon and Ashley, new weapons, and a cutscene browser.^[10]

Plot

In 2004, U.S. government agent Leon S. Kennedy (Paul Mercier) is on a mission to rescue Ashley Graham (Carolyn Lawrence), the U.S. President's daughter, who has been abducted by a mysterious cult.^[11] He travels to an unnamed rural village in Spain,^[12] where he encounters a group of hostile villagers who pledge their lives to Los Iluminados, the cult that kidnapped Ashley. The villagers were once simple farmers until becoming infected by a mind-controlling parasite known as *Las Plagas*.^[13]

While in the village, Leon is captured by its chief, Bitores Mendez, and injected with Las Plagas.^[14] He finds himself held captive with Luis Sera (Rino Romano), a former police officer in Madrid, and former Los Iluminados researcher.^[15] The two work together to escape, but soon go their separate ways. Leon finds out Ashley is being held in a church and rescues her.^[16] They both escape from the church after Osmund Saddler (Michael Gough), leader of the cult, reveals his plan to use the parasite they injected into Ashley to manipulate her into injecting the president of the United States with a "sample" once she returns home, allowing Saddler to begin his conquest of the world.^[17]

After killing Mendez, Leon and Ashley try to take refuge in a castle but are attacked by more *Iluminados* under the command of Ramon Salazar (Rene Mujica), another of Saddler's henchmen who owns the castle,^[14] and the two become separated by Salazar's traps. Meanwhile, Luis searches for pills that will 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.^[18] While in the castle, Leon briefly encounters Ada

2007

NA: May 15, 2007

JP: June 7, 2007

WW: February 27, 2014 (HD)

Wii

JP: May 31, 2007

NA: June 19, 2007

EU: June 29, 2007

AU: July 5, 2007

iOS

NA: July 27, 2009

JP: July 28, 2009

NA: April 3, 2010 (iPad)

JP: May 21, 2010 (iPad)

Zeebo

BR: August 11, 2009

PlayStation 3, Xbox 360

JP: September 8, 2011

NA: September 20, 2011

EU: September 21, 2011

Android

JP: January 23, 2013

WW: April 23, 2013 (Samsung)

PlayStation 4, Xbox One

WW: August 30, 2016

Nintendo Switch

Wong (Sally Cahill), a woman from his past who supports him during his mission. He battles his way through the castle before killing Salazar.^[19]

Afterward, Leon travels to a nearby island research facility, where he continues the search for Ashley. He 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 in an attempt to get close enough to Saddler to steal his new Plagas sample.^[20] Ada and Krauser are working with Albert Wesker (Richard Waugh), for whom both intend to secure a Plagas sample, though Krauser is suspicious of Ada.^[21] Suspicious of the mercenary's intentions, Saddler orders Krauser to kill Leon, believing that no matter which one dies, he will benefit.^[22] After Krauser's defeat, Leon rescues Ashley, and they remove the Plagas from their bodies using a specialized radiotherapeutic device. Leon 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,^[23] leaving Leon and Ashley to escape via her jet-ski as the island explodes.^[24]

	<u>WW</u> : May 21, 2019
	<u>JP</u> : May 23, 2019
	Oculus Quest 2
	<u>WW</u> : October 21, 2021
Genre(s)	<u>Survival horror</u> , <u>third-person shooter</u>
Mode(s)	<u>Single-player</u>

Development

In 1999, producer Shinji Mikami said a *Resident Evil* sequel was in development for PlayStation 2.^[25] *Resident Evil 4* underwent a lengthy development, during which at least four versions of the game were discarded.^[26] The first version was directed by Hideki Kamiya.^[27] Around the turn of the millennium,^[28] *Resident Evil 2* writer Noboru Sugimura created a story for the game,^[29] based on Kamiya's idea to make a "cool" and "stylish" action game.^[30] The story was based on unraveling the mystery surrounding the body of the protagonist, Tony,^[31] an invincible man with skills and an intellect exceeding that of normal people, with his superhuman abilities explained with biotechnology.^[28] 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 use a dynamic camera system.^[27] The team spent 11 days in the United Kingdom and Spain, photographing objects such as Gothic statues, bricks, and stone pavements for use in textures.^{[32][33]}

Though the developers tried to make the "coolness" theme fit into the world of *Resident Evil*,^[34] Mikami felt it strayed too far from the series' survival horror roots and gradually convinced the staff to make an independent game. This became a new Capcom franchise, *Devil May Cry*, released for the PlayStation 2 in August 2001.^[35]

"Fog" version

Development on *Resident Evil 4* restarted at the end of 2001.^[36] The first announcement was made in November 2002, as one of five games exclusively developed for the GameCube by Capcom Production Studio 4, the Capcom Five.^{[37][38]} This revision, commonly dubbed the "fog version", was directed by Hiroshi Shibata^[39] and was 40 percent finished at that time.^[40] The game saw Leon S. Kennedy

struggling to survive^[39] after having infiltrated Umbrella's castle-like main headquarters located in Europe and featured traditional *Resident Evil* monsters such as zombies.^{[26][41][42]} During the course of the new story which was again written by Sugimura's scenario creation company Flagship,^[43] Leon became infected with the Progenitor Virus and possessed a hidden power in his left hand.^{[26][44][45]} 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.^[26] The game was to feature some first-person elements.^[46]

"Hook Man" version

At E3 2003, Capcom showcased a version widely known as the "hook man version".^[47] It was later titled *Maboroshi no Biohazard 4* (幻の「バイオハザード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 smoothly and claimed the game was scarier than ever before.^[47] 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.^{[41][47]} 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.^[26] It also displayed various gameplay mechanics that carried over to the final release, like the over-the-shoulder camera, a laser sight for aiming in battles and quick time events.^[47] Other features, such as dialogue choices, were removed later.^[26] Five minutes of gameplay footage were released on the *Biohazard 4 Secret DVD*, a Japanese pre-order bonus given out in January 2005.^[48]



This screenshot of a cancelled version depicts Leon fighting the hook man. Though this earlier revision still used fixed camera angles while exploring environments, the battles already employed the over-the-shoulder view seen in the final build.

"Hallucination" version

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.^[49] After this attempt, the last cancelled revision featured classic zombies again. However, it was discontinued after a few months, and before it was ever shown to the public, as the developers felt it was too formulaic.^[26]

The story of the Progenitor Virus was eventually covered in *Resident Evil 5* and the Spencer Estate became the setting for *Resident Evil 5*'s downloadable content (DLC) pack "Lost in Nightmares" (featuring Chris Redfield and Jill Valentine).^[50]

Final version

It was decided to reinvent the series.^[41] Mikami took over directorial duties from Shibata and began working on the version that was released.^[51] 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 Zero*. He says that he only felt nervous once more when playing with the newer system.^[52] Speaking for the team, game producer Hiroyuki Kobayashi^[51] mentioned how the staff was "tired of the same thing"^[53] and how some got bored and moved on to other projects.^[54] 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".^[55]

However, some of the staff members disagreed about changing the gameplay system. These members felt depressed and were hard to motivate after the game's focus shifted to be more action-oriented.^[36] Although Mikami demanded the camera system be revised, the team had reservations about making big changes to the series he had created.^[56] Eventually, he intervened, explained his proposed changes, and wrote a new story that, unlike previous installments, was not centered on the company Umbrella.^{[56][57][58]} Mikami wrote the entire story in just three weeks due to time constraints.^[59] 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.^[60] 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.^[58] 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 characters, Kamiya stated he intended to make Leon Kennedy "look tougher, but also cool".^[61]

Kobayashi was responsible for the design of some of the final game's enemies, such as the Regenerators.^[62] Kobayashi described the creatures' origins within universe lore as byproducts of Los Iluminados' research into bio organic weapons, malformed creations implanted with multiple *Plaga* parasites during the experimentation process.^[63] Regenerators are designed to take distinct heavy breaths before they are seen, which alerts the player to their presence. When encountered, often in small confined spaces, they would walk slowly towards the player character. The Regenerator is capable of continuously regenerating itself and cannot easily be dispatched unless the player is able to find the *Plaga* parasites within its body, which can only be seen with the infrared scope, and specifically target them first.^{[64][65][66][67]} During an interview with Famitsu, Mikami explained that elements like the Regenerators help maintain the survival horror aspect of *Resident Evil 4* as a balance between a "scary kind of gameplay and the challenge of overcoming that fear", with the goal of giving players a sense of achievement when they manage to overcome the monster.^[68]

The English voice actors recorded their parts in four sessions, over three to four months.^[69] Capcom assigned Shinsaku Ohara as script translator and voice over coordinator.^[70] 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".^[69] She also described Kennedy's character as "more brawn, perhaps, than brain".^[69] 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.^[61]

Along with *Resident Evil: Dead Aim* and *Resident Evil Outbreak*, two side story games 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 sub-game featuring Ada Wong. On February 1, 2006, Ubisoft announced that they would be publishing the game on the PC for Windows.^[71] 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*.^{[72][73]}

Release

The original version for the GameCube featured two different collector's editions. The first was available as a pre-order that included the game, the *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.^[74] Australia received an exclusive collector's edition that came with the game and a bonus disc with interviews and creator's footage.^[75] Nintendo handled marketing sales and distribution of the title in Europe and Australia.^[76]

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 is "Separate Ways", a new scenario for Ada written by Haruo Murata.^[70] 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.^[77] The port was later included with *Code: Veronica X* and *Resident Evil Outbreak* as part of the compilation *Resident Evil: The Essentials*.^[78] 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 also included 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.^[79]

A PC port of *Resident Evil 4* developed by Sourcenext was released in Hong Kong on February 1, 2007, published by Typhoon Games. It was 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.^[80] The shadow and lighting problems were fixed in the only patch, Version 1.10.^[81]

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.^[73] 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. The *Wii Edition* also includes the extra content from the PS2 and PC versions, and a trailer for *Resident Evil: The Umbrella Chronicles*.^[72] The *Wii Edition* became available for download from the Wii U's Nintendo eShop in Europe on October 29, 2015.^{[82][83]}

Resident Evil 4: Mobile Edition was released in Japan for au's BREW 4.0 on February 1, 2008. It was announced by Capcom at TGS 2007.^[84] 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.^{[85][86]} The game uses the MascotCapsule eruption engine^[87] and was adapted to the Zeebo and iOS platforms.^{[88][89]} 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,^{[90][91]} though some players were able to purchase and download it. The game has since been released in Japan and North America.^[89] Later, Capcom made an update that had different difficulty levels and high scores. 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*.^[92]

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.^[93] The ports 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^[94] for the PlayStation Network and Xbox Live Games on Demand.^[95] 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.^[96] For North America and Europe, both games, including *Resident Evil 4 HD*, were only released as downloads on Xbox Live Games on Demand and PlayStation Network.^[97] On February 27, 2014, Capcom released *Resident Evil 4 Ultimate HD Edition* for Windows. The port features improved graphics and many other enhancements that were included in *Resident Evil 4 HD*. *Resident Evil 4* was re-released on PlayStation 4 and Xbox One on August 30, 2016.

In April 2013, *Resident Evil 4* was released on Android, but outside of Japan, it is exclusive to Samsung through Samsung Galaxy Store.^[98]

Capcom announced in October 2018 that *Resident Evil 4* would be published for the Nintendo Switch sometime in 2019, along with releases of *Resident Evil* and *Resident Evil Zero*.^[99] All three games were released on May 21, 2019 worldwide and on May 23, 2019 in Japan.

In October 2021, Capcom released a virtual reality (VR) version of *Resident Evil 4* for the Oculus Quest 2. Developed by the American Armature Studio,^[100] many elements of gameplay like combat and inventory management were changed to accommodate VR.^[101] This version, which runs on Unreal Engine 4, also includes redesigned textures with increased resolution.^[101] The developers and executive producer Tom Ivey stated that there were changes made to "update the game for a modern audience", and a number of in-game animations (such as the animation triggered when players attempted to look up Ashley's skirt), dialogue and flirtatious banter between characters were removed.^{[102][103][104]}

Merchandise

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.^[105] Other merchandise included figures by McFarlane Toys,^{[106][107]} NECA^[108] and Hot Toys.^[109] Agatsuma Entertainment has also created various miniature collectibles based on several main characters and enemies from *Resident Evil 4*.^[110] Two special controllers designed to resemble chainsaws were designed by NubyTech for use with the GameCube and PlayStation 2 versions.^[111]

Reception

Reviews

The GameCube and PlayStation 2 versions of *Resident Evil 4* have a score of 96/100 on Metacritic, indicating "universal acclaim".^{[112][115]} These versions are ranked in the top two on Metacritic's list of the Best Video Games for 2005.^[140] In addition to the gameplay, the characters and story 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 voice acting, but claimed that it was betrayed by "some uncharacteristically goofy dialogue".^[124] Yahoo! Games' Adam Pavlacka and GameSpot's Kevin VanOrd acclaimed Capcom for adding great amounts of detail to the characters.^{[127][141]} 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

Reception	
Aggregate score	
Aggregator	Score
Metacritic	NGC: 96/100 ^[112]
	PC: 76/100 ^[113]
	PC (<i>Ultimate HD Edition</i>): 79/100 ^[114]
	PS2: 96/100 ^[115]
	PS3: 84/100 ^[116]
	Wii: 91/100 ^[117]
	X360: 84/100 ^[118]

modeling within cinematic sequences.^[132] Casamassina also complimented the 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".^[132] 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^[142] and Game Over Online.^[143] 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.^[144] The makers of *Resident Evil 4* worked on various innovations associated with the use and inventory of weapons.^[145] Game Over stated that players can use the vast array of weapons to "go for headshots now".^[143] Game Informer stated that ammunition is more plentiful in *Resident Evil 4* than in other games in the series, making it more action-oriented.^[146]

The ratings of the PC port, along with the *Ultimate HD Edition* release, were not as high as for the other versions. The original PC port was criticized for no mouse support and frustrating keyboard controls, low-quality FMV cut scenes, and choppy lightning graphics rendering. Despite these problems, it received generally positive reviews from critics,^[113] including IGN and GameSpot that praised the gameplay, character models and environments, and sound design.^{[125][133]} GameRevolution referred to the game's *Ultimate HD Edition* as "a bare-bones port of a nonetheless spectacular game", noting "minor superficial alterations" similar to the 2007 PC port and asserting that the true "Ultimate Edition" of *Resident Evil 4* is the Wii version.^[147] Japanese game magazine Famitsu reviewed the Wii version, with two editors giving it a perfect 10 score, and the remaining pair giving it a 9, resulting in a score of 38 out of 40. The reviewers felt that the new controls offer something fresh. Multiple reviewers agreed that even those who own the original will find something fun and enjoyable in this version.^[123] British magazine NGamer gave the *Wii Edition* a score of 96%,^[117] 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.^[148] In 2009, they went on to place the game 9th on a list of the greatest Nintendo games of all time.^[149] IGN praised the Wii

Review scores	
Publication	Score
<u>1Up.com</u>	NGC: A ^[119] PC: A^[120] Wii: B+ ^[121]
<u>Edge</u>	NGC: 9/10 ^[122]
<u>Famitsu</u>	Wii: 38/40 ^[123]
<u>GameSpot</u>	NGC: 9.6/10 ^[124] PC: 7.8/10^[125] PS2: 9.3/10 ^[126] Wii: 9.1/10 ^[127]
<u>GameSpy</u>	NGC: 5/5 ^[128] PC: 3.5/5^[129] PS2: 5/5 ^[130] Wii: 5/5 ^[131]
<u>IGN</u>	NGC: 9.8/10 ^[132] PC: 7.7/10^[133] PS2: 9.5/10 ^[134] PS3: 8.5/10 ^[135] Wii: 9/10 ^[136]
<u>Nintendo Power</u>	NGC: 10/10 ^[137]
<u>Official Xbox Magazine</u> (US)	X360: 9/10 ^[138]
<u>PC Gamer</u> (US)	PC: 85/100 ^[139]

version, stating it is the superior edition, but does not push the Wii like it did with GameCube and PS2.^[136] GameSpot praised the new controls of the *Wii Edition* but commented on the lack of exclusive Wii features.^[127] *Hyper*'s Jonti Davies commended *Resident Evil 4: Wii Edition* for its "visual improvements" but criticized it for having "no new content".^[150] The PS3 version of *Resident Evil 4 HD* received a score of 9.0 from *Destructoid*, which called it "a hallmark of excellence".^[151] In their October 2013 issue, *Edge* retroactively awarded it ten out of ten.^[152]

Awards

Resident Evil 4 was named Game of the Year by multiple publications, including *Edge*,^[153] *Electronic Gaming Monthly*,^[154] *GameTrailers*,^[155] *Game Informer*,^[156] *GamePro*, *GameRevolution*, *Chicago Tribune*, and *Pittsburgh Post-Gazette*. The game was also included in lists of the best games of 2005 by various media outlets, including *Play*, *Associated Press*, *Universal Press Syndicate*, *The Mercury News*, *Maxim*, *Sound & Vision*, *The News Tribune*, *Hartford Courant*, and *The Oregonian*.^[157] *GameSpy* labeled it the GameCube Game of the Year,^[158] the second PlayStation 2 Game of the Year (behind *God of War*)^[159] and the second Game of the Year (behind *Civilization IV*).^[160] *PSM* also labeled it the second Game of the Year, in addition to Best Graphics and Most Improved Sequel.^[161] At the GameSpot's Best of 2005 Awards, *Resident Evil 4* was chosen Game of the Year,^[162] Best GameCube Game,^[163] Best Action Adventure Game,^[164] and Most Improved Sequel.^[165] It won Game of the Year, Best Action Game, Best Graphics Technology, Best Artistic Design, Best Original Score, and Best Use of Sound in the GameCube division of *IGN*'s The Best of 2005 Awards,^[166] where it also won Overall – Best Graphics Technology award,^[167] as well as being a runner-up in the Overall – Game of the Year and Overall – Best Action Game categories.^{[168][169]} The game was 1UP Awards' Game of the Year and Best Action Game winner.^[170] It went on to win Game of the Year 2005,^[171] Best Horror Game of the Year 2005,^[172] GameCube Game of the Year 2005,^[173] and GameCube Action Game of the Year 2005 awards,^[174] and was a runner-up in PlayStation 2 Game of the Year 2005^[175] and PlayStation 2 Action Game of the Year 2005 classifications^[176] at *GameZone*'s Game of the Year Awards. *Nintendo Power* awarded *Resident Evil 4* Game of the Year, Best Adventure Game, Game of the Year – GameCube, Best Graphics – GameCube, Best Sound / Voice Acting at its awards show.^[177] During the Nintendo's Best of 2005 Awards, the game received recognition as the runner-up for Best Gameplay Innovation^[178] and Most Engrossing Game.^[179] Additionally, it emerged victorious in the categories of Best Game, Period.,^[180] Best GameCube Visuals, Best GameCube Gameplay, and Best GameCube Overall.^[181] At the *PALGN* Awards, the game achieved success by securing the titles of Action Game of the Year for 2005 and GameCube Game of the Year for 2005, while also attaining the title of Overall Game of the Year for 2005. In the category of PlayStation 2 Game of the Year for 2005, the game earned the recognition of a runner-up position.^[182]

The virtual reality port of *Resident Evil 4* was named VR/AR Game of the Year at The Game Awards 2021,^[183] and was also named XR Game of the Year at the SXSW Gaming Awards.^[184] At the 11th New York Game Awards, the game won Best AR/VR Game and Best Remake.^[185] *Resident Evil 4 VR* was nominated for Immersive Reality Game of the Year and Immersive Reality Technical Achievement at the 25th Annual D.I.C.E. Awards.^[186]

Year	Award	Category	Result	Ref(s).
2004	<u>CESA Game Awards</u>	Future Award for Excellence	Won	[187]
	<u>Game Critics Awards</u>	Best Console Game	Nominated	[188]
		Best Action/Adventure Game	Nominated	
	<u>Golden Joystick Awards</u>	Most Wanted Game For 2005	Runner-up	[189]
2005	<u>CESA Game Awards</u>	Award for Excellence	Won	[190]
	<u>Golden Joystick Awards</u>	GameCube Game of the Year	Won	[191][192]
		Editor's Game of the Year	Won	
		Best Film-Based Game of 2005	Won	
	<u>Spike Video Game Awards</u>	Game of the Year	Won	[193]
		Action Game of the Year	Nominated	
		Best Graphics	Won	
2006	<u>Annie Awards</u>	<u>Best Animated Video Game</u>	Nominated	[194][195]
	<u>Famitsu Awards</u>	Grand Prize	Won ^[c]	[196]
	<u>Game Developers Choice Awards</u>	Visual Arts	Nominated	[197][198][199]
	<u>Golden Joystick Awards</u>	Playstation Game of the Year	Won	[200][201]
		<u>Ultimate Game of 2006</u>	Nominated	
	<u>Saturn Awards</u>	Best Video Game Release: Horror	Won	[202][203]

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 copies during the first month. By December 2005, 3 million copies of the GameCube and PlayStation 2 versions had been shipped worldwide.^{[204][205]} According to January 17, 2007 sales figures provided by Capcom, the GameCube version of *Resident Evil 4* had sold a total of 1.6 million copies worldwide, while the PS2 version had sold over 2 million copies.^[206] As of December 2022, *Resident Evil 4* has sold 12.3 million units when combining all versions.^[207] It is the second best-selling *Resident Evil* game,^[208] and holds the record for "Best-Selling Survival Horror Game" in the 2012 *Guinness World Records Gamer's Edition*.^[209]

Legacy

Resident Evil 4 is considered one of the best video games of all time. It is included in the *1001 Video Games You Must Play Before You Die* book.^[210] *Nintendo Power* ranked it as number one in their list of the top 25 best GameCube games of all time in 2005^[137] and also ranked it second on their list of the best games of the 2000s in 2010.^[211] In 2008, *Resident Evil 4* was ranked first place in the list of the best video games of all time according to the readers of IGN,^[212] and sixth place in the list of the best PlayStation 2 games of all time according to the IGN staff.^[213] In 2021, IGN ranked the game as the 40th best game of all time.^[214] In 2009, *Game Informer* ranked *Resident Evil 4* number one on

their list of top GameCube games^[215] and number three on their list of top PlayStation 2 games.^[216] In 2022, *Complex* magazine named it the tenth-best PlayStation 2 game of all time.^[217] *ScrewAttack* named *Resident Evil 4* the best GameCube game of all time,^[218] while *GamePro* ranked it as the second best game for the PS2.^[219] In 2010, the readers of *PlayStation Official Magazine* voted it the 10th greatest PlayStation game.^[220] 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*.^[221] That same year, G4 named it the 21st top video game of all time, calling it "a modern horror masterpiece."^[222] In 2015, it placed 7th on USgamer's The 15 Best Games Since 2000 list.^[223] 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*.^[224]

Resident Evil 4 is regarded as one of the most influential games of the 2000s, particularly due to its influence in redefining the third-person shooter genre^[225] by introducing offset camera angles that do not obscure action.^[226] The new gameplay alterations and immersive style appealed to many not previously familiar with the series.^[227] The over-the-shoulder viewpoint introduced in *Resident Evil 4* has later become standard in third-person shooters and action games, including titles ranging from *Gears of War* to *Batman: Arkham Asylum*.^[225] It has also become a standard "precision aim" feature for third-person action games in general, with examples including *Dead Space*, *Grand Theft Auto*, *Ratchet & Clank Future*, *Fallout*,^[228] *Uncharted*, *Mass Effect* and *The Last of Us*.^[229] In 2019, *Game Informer* called *Resident Evil 4* "the most important third-person shooter ever" and said it "innovated two genres", inspiring developers of both survival horror and shooter games.^[230]

Resident Evil 4 redefined the survival horror genre by emphasizing reflexes and precision aiming,^[231] thus broadening the gameplay of the series with elements from the wider action game genre.^[232] However, this also led some reviewers to suggest that the *Resident Evil* series had abandoned the survival horror genre,^{[233][234]} by demolishing the genre conventions that it had established.^[235] Other major survival horror series followed suit, by developing their combat systems to feature more action, such as *Silent Hill: Homecoming*^[233] and the 2008 version of *Alone in the Dark*.^[236] These changes represent an overall trend among console games shifting towards visceral action gameplay.^[237]

While working on *The Last of Us*, *Naughty Dog* took cues from *Resident Evil 4*, particularly the tension and action.^[238] *Dead Space* designers Ben Wanat and Wright Bagwell stated that their game was originally intended to be *System Shock 3* before the release of *Resident Evil 4* inspired them to go back to the drawing board.^[239] *BioShock* was also influenced by *Resident Evil 4*, including its approach to the environments, combat, and tools, its game design and tactical elements, its "gameplay fuelled storytelling" and inventory system, and its opening village level in terms of how it "handled the sandbox nature of the combat" and in terms of "the environment."^[240] *Bloodborne*'s environments, enemy design, and shift to a faster combat system compared to previous soulslike games was influenced by *Resident Evil 4*.^[241] Cory Barlog cited *Resident Evil 4* as an influence on the *God of War* series, including *God of War II* (2007) and particularly *God of War* (2018), which was influenced by *Resident Evil 4*'s "combination of poised camera exploration and scavenging".^[242] *Uncharted* director Bruce Straley called the *Resident Evil 4* village sequence the best opening fight in a video game.^[243]

Resident Evil Village is heavily influenced by *Resident Evil 4* with its own director stating, "If *Resident Evil 7* was like a reboot that inherited the DNA of the original *Resident Evil*, then you could say that this time we're doing the same for *Resident Evil 4*. We've designed the game and its structure with *Resident Evil 4*'s essence in mind".^[244]

The combat and sound design of the Regenerador and its spike-laden Iron Maiden variant have often been lauded as a memorable horror element of *Resident Evil 4*, in spite of the game's more action-oriented gameplay compared to its predecessors.^{[245][246][65][247][248][249]} Some critics have included the Regenerator in retrospective "top" lists of the scariest or most memorable monsters in video games.^{[66][250][251][252]} The Regenerators and the *Plaga* parasite serve as sources of inspiration for the development of the *Necromorph* monsters from *Dead Space*.^[253]

VentureBeat credits *Resident Evil 4* as an early example of HD video game remasters.^[229] A remake of *Resident Evil 4* was released on March 24, 2023 on PlayStation 4, PlayStation 5, Windows, and Xbox Series X/S.^{[1][254]} The remake was also announced for the iPhone 15 Pro, to be released between late 2023 to early 2024.^[255]

In June 2021, the photographer and author Judy Juracek launched legal proceedings against Capcom for using images from her book *Surfaces: Visual Research for Artists, Architects, and Designers* without her permission to create textures for multiple games, including *Resident Evil 4* and *Devil May Cry*.^{[256][257]} The parties reached an undisclosed settlement outside of court in February 2022.^[258] Capcom and Judy Juracek have amicably resolved their dispute concerning the alleged use of Ms. Juracek's photos in Capcom's games. A dismissal was filed on February 7, 2022 with the District of Connecticut to end the lawsuit.^[259]

Notes

- a. Original Windows version developed by Sourcenext; Oculus Quest 2 version developed by Armature Studio.
- b. Known in Japan as **Biohazard 4** (Japanese: バイオハザード4, Hepburn: *Baiohazādo 4*)
- c. Shared with *Kingdom Hearts II*

References

1. McWhertor, Michael (June 2, 2022). "Resident Evil 4 remake announced, coming March 2023" (<https://www.polygon.com/23152449/resident-evil-4-remake-release-date-capcom>). *Polygon*. Archived (<https://web.archive.org/web/20220602221100/https://www.polygon.com/23152449/resident-evil-4-remake-release-date-capcom>) from the original on June 2, 2022. Retrieved June 2, 2022.
2. Stanescu, Alexandru (February 1, 2007). "Resident Evil 4" (<http://www.softpedia.com/reviews/games/playstation/Resident-Evil-4-Review-46046.shtml>). *Softpedia*. Archived (<https://web.archive.org/web/20121022001537/http://www.softpedia.com/reviews/games/playstation/Resident-Evil-4-Review-46046.shtml>) from the original on October 22, 2012. Retrieved September 1, 2011. "The camera problems have been finally solved thanks to a very useful over-the-shoulder and behind the player camera that makes the whole aiming process really easy."

3. "Resident Evil 4 – Gamecube Preview at IGN" (<https://web.archive.org/web/20120320123521/http://uk.cube.ign.com/articles/499/499572p2.html>). *IGN*. March 17, 2004. p. 2. Archived from the original (<http://uk.cube.ign.com/articles/499/499572p2.html>) on March 20, 2012. Retrieved September 1, 2011.
4. "Resident Evil 4 Secrets Revealed" (<https://web.archive.org/web/20120320131455/http://uk.cube.ign.com/articles/501/501208p1.html>). *IGN*. March 23, 2004. p. 1. Archived from the original (<http://uk.cube.ign.com/articles/501/501208p1.html>) on March 20, 2012. Retrieved September 3, 2011.
5. Mackenzie Cummings-Grady (January 11, 2021). "The 9 Best Moments in "Resident Evil 4" " (<http://www.popdust.com/resident-evil-4-2649876309.html>). *PopDust*. Archived (<https://web.archive.org/web/20210111202346/https://www.popdust.com/resident-evil-4-2649876309.html>) from the original on January 11, 2021. Retrieved July 26, 2021.
6. Mike, Major (October 5, 2005). "Feature: *Resident Evil 4* – Weapons of Mass Destruction Guide" (<https://web.archive.org/web/20110607155422/http://www.gamepro.com/article/features/48779/resident-evil-4-weapons-of-mass-destruction-guide/>). *GamePro*. Archived from the original (<http://www.gamepro.com/article/features/48779/resident-evil-4-weapons-of-mass-destruction-guide/>) on June 7, 2011. Retrieved September 5, 2011.
7. Stratton, Stephen (2007). "Weapons and Items". *Resident Evil 4 (Wii version)*: Prima Official Game Guide. Prima Games. ISBN 978-0-7615-5701-2.
8. "Resident Evil 4: Separate Ways" (<https://web.archive.org/web/20071015180145/http://uk.ps2.ign.com/articles/653/653900p1.html>). *IGN*. September 26, 2005. Archived from the original (<http://uk.ps2.ign.com/articles/653/653900p1.html>) on October 15, 2007. Retrieved September 3, 2011.
9. Williams, Bryn (September 26, 2005). "Previews: Resident Evil 4" (<http://uk.ps2.gamespy.com/playstation-2/resident-evil-4/653813p1.html>). *GameSpy*. Archived (<https://web.archive.org/web/20160304090140/http://uk.ps2.gamespy.com/playstation-2/resident-evil-4/653813p1.html>) from the original on March 4, 2016. Retrieved September 3, 2011.
10. Drake, Audrey (September 21, 2011). "Resident Evil 4 HD Review – PlayStation 3 Review at IGN" (<http://uk.ps3.ign.com/articles/119/1195660p1.html>). *IGN*. Archived (<https://web.archive.org/web/20120603175726/http://uk.ps3.ign.com/articles/119/1195660p1.html>) from the original on June 3, 2012. Retrieved October 20, 2011.
11. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Leon**: It was right before I was to take on my duties of protecting the President's daughter when she was abducted. That's the ultimate reason I'm in this lonely and rural part of Europe. According to our intelligence, there's reliable information of a sighting of a girl that looks very similar to the President's daughter. Apparently, she's being withheld by some unidentified group of people. Who would have thought my first job would be a rescue mission?"
12. Pham, Alex (February 12, 2009). "Racism in Resident Evil 5? Capcom, two black actors respond" (<https://latimesblogs.latimes.com/technology/2009/02/resident-evil-5.html>). *LA Times*. Archived (<https://web.archive.org/web/20190131112021/https://latimesblogs.latimes.com/technology/2009/02/resident-evil-5.html>) from the original on January 31, 2019. Retrieved August 20, 2019.
13. Schedeen, Jesse (February 26, 2009). "Resident Evil: The Many Looks of the Infected" (<http://uk.stars.ign.com/articles/957/957628p7.html>). *IGN*. p. 7. Archived (<https://web.archive.org/web/20120423152027/http://uk.stars.ign.com/articles/957/957628p7.html>) from the original on April 23, 2012. Retrieved September 3, 2011.
14. Capcom Production (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Leon**: We decided to lay low in a castle, but it looks like it was a bad move. / **Hunnigan**: Meaning? / **Leon**: Well it appears that this castle's also connected with the Los Iluminados. They must not get many visitors cuz they're giving me one hell of a welcome. / ... / **Saddler**: Oh, I believe I forgot to tell you that we gave you the same gift. / **Leon**: (When I was unconscious.)"

15. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Sera**: That is the incident with the viral outbreak right? I think I might have seen a sample of the virus in the lab at my department."
16. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Leon**: Calm down. Everything's going to be just fine. My name's Leon, I'm under the President's order to rescue you. / **Ashley**: What? My father? / **Leon**: That's right, and have to get you out of here. Come with me."
17. Capcom Production (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Saddler**: If you must know, my name is Osmund Saddler, the master of this fine...religious community. / **Leon**: What do you want? / **Saddler**: To demonstrate to the whole world, our astounding power, of course. No longer will the United States think they can police the world forever. So we kidnapped the President's daughter, in order to give her our power, and then send her back."
18. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Saddler**: Now that I have the sample, you serve me no purpose. / **Leon**: Saddler! / **Saddler**: My boy Salazar will make sure you follow the same fate. / **Leon**: Stay with me, Luis. / **Sera**: I am a researcher...hired by Saddler. He found out what I was up to. / **Leon**: Don't talk. / **Sera**: Here. It should suppress the growth of the parasite. The sample...Saddler took it. You have to get it back."
19. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Leon**: You, working with Wesker. / **Ada**: I see you've been doing your homework."
20. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Krauser**: I died in the crash two years ago. Is that what they told you? / **Leon**: You're the one who kidnapped Ashley! / **Krauser**: You catch on quick. That's expected. After all, both you and I know where we come from. / **Leon**: What do you want? / **Krauser**: Hmph. The sample Saddler developed, that's all."
21. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Krauser**: Saddler's got it. It seems he's sniffed out our little game. / **Ada**: Perfect. / **Krauser**: Just so we understand each other clearly, I don't trust you. Nor does Wesker. If you try to do anything clever, I will kill you. / **Ada**: Is that so? You know, I met Wesker long before you."
22. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Leon**: Wha? What are you talking about? I thought he was with you. / **Saddler**: What are you talking about? Did you really think I'd trust an American? To tell you the truth, I was contemplating how to get rid of him. But thanks to you, that's no longer necessary. / **Leon**: You were just using him right from the start."
23. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Ada**: Sorry, Leon. Hand it over. / **Leon**: Ada, you do know what this is."
24. Capcom Production Studio 4 (October 25, 2005). *Resident Evil 4* (PlayStation 2). Capcom. "**Leon**: We have to get off this island now! It's gonna blow any minute."
25. Perry, Douglass (December 3, 1999). "Resident Evil Series to Haunt PlayStation 2" (<http://ps2.ign.com/articles/072/072895p1.html>). *IGN*. Archived (<https://web.archive.org/web/20101213020356/http://ps2.ign.com/articles/072/072895p1.html>) from the original on December 13, 2010. Retrieved July 17, 2010.
26. Kevin Gifford, Mark MacDonald (April 2005). "Afterthoughts: Resident Evil 4". *Electronic Gaming Monthly*. No. 190. Ziff Davis Media Inc. pp. 51–52.
27. Kamiya, Hideki (July 2001). "新しいバイオ" (<https://web.archive.org/web/20100306002045/http://www.capcom.co.jp/devil/column/vol002.html>). *Devil May Cry Column*. Capcom Co., Ltd. Archived from the original (<http://www.capcom.co.jp/devil/column/vol002.html>) on March 6, 2010. Retrieved July 17, 2010.

28. Hideki Kamiya (July 2001). "The Story of the Scenario" (<https://web.archive.org/web/20100306002121/http://www.capcom.co.jp/devil/column/vol010.html>). *Devil May Cry Column*. Capcom Co., Ltd. Archived from the original (<http://www.capcom.co.jp/devil/column/vol010.html>) on March 6, 2010. Retrieved July 17, 2010.
29. Minoru Funatsu (April 11, 2001). "カプコン、深作欣二監督を招き「クロックタワー3」を制作" (<http://game.watch.impress.co.jp/docs/20010411/capcom.htm>) [Clock Tower 3 produced invited to Capcom, directed by Kinji fukasaku. Hope charm is different from the resident evil]. *GAME Watch*. Impress Watch Corporation. Archived (<https://web.archive.org/web/20130630004745/http://game.watch.impress.co.jp/docs/20010411/capcom.htm>) from the original on June 30, 2013. Retrieved July 8, 2010.
30. *Devil May Cry Graphic Edition*. Kadokawa Shoten. December 2001. ISBN 978-4-04-707071-4.
31. Hideki Kamiya [@PG_kamiya] (September 19, 2010). "But in the 1st plot the hero's name was Tony" (https://x.com/PG_kamiya/status/24941810134) (Tweet). Retrieved July 13, 2015 – via Twitter.
32. Hideki Kamiya (July 2001). "背景" (<https://web.archive.org/web/20100306002116/http://www.capcom.co.jp/devil/column/vol009.html>) [Background]. *Devil May Cry Column*. Capcom Co., Ltd. Archived from the original (<http://www.capcom.co.jp/devil/column/vol009.html>) on March 6, 2010. Retrieved July 17, 2010.
33. James Mielke (August 18, 2006). "Retro/Active: Hideki Kamiya – The Okami Family Tree" (<https://archive.today/20120605051116/http://www.1up.com/features/retroactive-hideki-kamiya>). *1UP.com*. UGO Entertainment, Inc. Archived from the original (<http://www.1up.com/features/retroactive-hideki-kamiya>) on June 5, 2012. Retrieved July 20, 2008.
34. Douglass C. Perry (May 17, 2001). "E3 2001: Interview with Shinji Mikami" (<http://ps2.ign.com/articles/094/094860p1.html>). *IGN*. Archived (<https://web.archive.org/web/20061229181518/http://ps2.ign.com/articles/094/094860p1.html>) from the original on December 29, 2006. Retrieved July 20, 2008.
35. "New From Capcom: Devil May Cry" (<http://ps2.ign.com/articles/087/087835p1.html>). *IGN*. November 15, 2000. Archived (<https://web.archive.org/web/20120611205641/http://ps2.ign.com/articles/087/087835p1.html>) from the original on June 11, 2012. Retrieved July 17, 2010.
36. "Resident Evil 4 Entwickler-Tagebuch – Teil 1: Die Entstehung". *N-Zone* (in German) (12/2004). Computec Media AG: 76–77. December 2004. "Die ersten Arbeiten an *Resident Evil 4* haben bereits Ende 2001 begonnen. Die Teamgröße fluktuiert je nach Entwicklungsstand, derzeit arbeiten etwa 60 Mann an dem Titel. [...] Hiroyuki Kobayashi: Es war nicht einfach, das Team bei Laune zu halten, nachdem wir die Richtung des Spiels so radikal verändert hatten. Als die Entscheidung getroffen wurde, das Spiel actionlastiger zu gestalten, war die Stimmung im Team schon sehr gedrückt. / The first work on *Resident Evil 4* already begun at the end of 2001. The size of team varies depending on the stage of development, about 60 people are working on the title at the moment. [...] Hiroyuki Kobayashi: It was not easy to keep the team going after we changed the direction of the game so radically. When it was decided to make the game more action-oriented, the team felt really depressed."
37. "Production Studio 4" (<https://web.archive.org/web/20050206023353/http://www.capcom.co.jp/studio4/index.html>) (in Japanese). Capcom. Archived from the original (<http://www.capcom.co.jp/studio4/index.html>) on February 6, 2005.
38. "Capcom's Fantastic Five" (<http://cube.ign.com/articles/377/377330p1.html>). *IGN*. November 13, 2002. Archived (<https://web.archive.org/web/20120312122107/http://cube.ign.com/articles/377/377330p1.html>) from the original on March 12, 2012. Retrieved July 17, 2010.

39. "Director's comment: biohazard 4" (<https://web.archive.org/web/20021116211311/http://www.capcom.co.jp/gamecube/english.html>). *Production Studio 4 Announcements*. Capcom Co., Ltd. (via Internet Archive). November 14, 2002. Archived from the original (<http://www.capcom.co.jp/gamecube/english.html>) on November 16, 2002. Retrieved July 17, 2010. "The game the whole world has been waiting for will finally be unveiled. The story takes place deep inside the very heart of Umbrella, the evil company responsible for the Progenitor Virus. The main character of Resident Evil 2, Leon S. Kennedy, is back in the game. What will Umbrella have in store for him this time? That "surprise" will push Leon to the very limits of his being for one purpose...the STRUGGLE to survive. Director / Hiroshi Shibata"
40. "Neue Infos zu Biohazard 4" (<https://web.archive.org/web/20040505074110/http://www.gfddata.de/archiv11-2002/november03.html>). *GameFront Online*. GameFront Verlagsges. (via Internet Archive). November 20, 2002. Archived from the original (<http://www.gfddata.de/archiv11-2002/november03.html>) on May 5, 2004. Retrieved July 17, 2010.
41. Heidi Kamps (September 27, 2004). "Hiroyuki Kobayashi on Resident Evil 4 & Killer 7" (<http://cube.gamespy.com/gamecube/resident-evil-4/551775p2.html>). GameSpy. Archived (<https://web.archive.org/web/20120206233905/http://cube.gamespy.com/gamecube/resident-evil-4/551775p2.html>) from the original on February 6, 2012. Retrieved July 18, 2010.
42. Capcom Co., Ltd. (January 21, 1998). *Resident Evil 2* (PlayStation). Capcom USA, Inc. "Chris's Diary: We talked it over, and have decided to fly to the main Umbrella HQ in Europe."
43. "Im Gespräch mit Shinji Mikami". *Play* (in German) (5/2001). CyPress GmbH: 27. May 2001. "Mikami: Ja, Flagship hat die Story dazu geschrieben. Mehr über Teil 4 werde ich aber nicht verraten (lacht). / Yes, Flagship wrote the story for it. But I won't reveal anything more about part 4 (laughs)."
44. "Resident Evil Series Profile" (<http://cube.ign.com/articles/524/524138p9.html>). *IGN*. June 25, 2004. Archived (<https://web.archive.org/web/20110319225859/http://cube.ign.com/articles/524/524138p9.html>) from the original on March 19, 2011. Retrieved July 17, 2010.
45. "Interview with Paul Mercier" (https://web.archive.org/web/20120305065102/http://un-wiredtv.com/index.php/headlines/game_info/paul_mercier/). unWIRED TV. September 21, 2009. Archived from the original (http://un-wiredtv.com/index.php/headlines/game_info/paul_mercier/) on March 5, 2012. Retrieved July 17, 2010.
46. (in Japanese) カプコン、「biohazard4」など個性の強い大人向け作品を一挙に5タイトル発表 (<http://game.watch.impress.co.jp/docs/20021114/capcom.htm>) Archived (<https://web.archive.org/web/20130413070438/http://game.watch.impress.co.jp/docs/20021114/capcom.htm>) April 13, 2013, at the Wayback Machine, GAME Watch, November 14, 2002
47. Travis Fahs (March 11, 2009). "IGN Presents the History of Resident Evil" (<http://retro.ign.com/articles/960/960835p7.html>). *IGN*. Archived (<https://web.archive.org/web/20120309085443/http://retro.ign.com/articles/960/960835p7.html>) from the original on March 9, 2012. Retrieved July 17, 2010.
48. Juan Castro (January 26, 2005). "RE4 Bonus Disc Footage" (<http://cube.ign.com/articles/582/582869p1.html>). *IGN*. Archived (<https://web.archive.org/web/20081004181322/http://cube.ign.com/articles/582/582869p1.html>) from the original on October 4, 2008. Retrieved July 18, 2010.
49. Writer "ashamed" of Resident Evil 4 "Hook Man" experiment (<http://www.vg247.com/2012/03/15/writer-ashamed-of-resident-evil-4-hook-man-experiment/>) Archived (<https://web.archive.org/web/20120418131533/http://www.vg247.com/2012/03/15/writer-ashamed-of-resident-evil-4-hook-man-experiment/>) April 18, 2012, at the Wayback Machine, vg247.com, March 15, 2012
50. Lark Anderson, Resident Evil 5: Lost in Nightmares Review (<http://www.gamespot.com/resident-evil-5-lost-in-nightmares/reviews/resident-evil-5-lost-in-nightmares-review-6252729/>), GameSpot, March 2, 2010 Archived (<https://web.archive.org/web/20121019094549/http://www.gamespot.com/resident-evil-5-lost-in-nightmares/reviews/resident-evil-5-lost-in-nightmares-review-6252729/>) October 19, 2012, at the Wayback Machine

51. "Interview: Resident Evil 4" (<http://cube.ign.com/articles/499/499419p1.html>). *IGN*. March 17, 2004. Archived (<https://web.archive.org/web/20120320225427/http://cube.ign.com/articles/499/499419p1.html>) from the original on March 20, 2012. Retrieved July 18, 2010.
52. "Reworked, Revitalized & Pure (Resident) Evil" (<https://onedrive.live.com/?id=70BBBD9C272717DE%213489&cid=70BBBD9C272717DE>). *Game Informer*. No. 131. GameStop. March 2004. Archived (<https://web.archive.org/web/20160927113850/https://onedrive.live.com/?id=70BBBD9C272717DE%213489&cid=70BBBD9C272717DE>) from the original on September 27, 2016. Retrieved September 25, 2016. "I remember playing Resident Evil Zero and said to myself that this is just more of the same... This is why I wanted to change the system. With the new system, I once again feel nervous and scared when I play it."
53. "E3 2004: Resident Evil 4 Interview" (<http://cube.ign.com/articles/515/515402p1.html>). *IGN*. May 13, 2004. Archived (<https://web.archive.org/web/20120212232749/http://cube.ign.com/articles/515/515402p1.html>) from the original on February 12, 2012. Retrieved May 27, 2008. "The staff, which includes myself and of course Shinji Mikami, decided that we wanted to go in a new direction and re-create the series. We were tired of making the same stuff as well. We wanted to make something new and original. And that's how it started. "
54. *The Making of Resident Evil 4* (DVD). *Capcom*. 2005. "I've worked on a number of Resident Evil titles in the past and honestly, I think the series has been recycling the same patterns, the same gameplay each time. The creators were starting to get bored with it and many moved to other projects."
55. Heidi Kamps (September 27, 2004). "Hiroyuki Kobayashi on Resident Evil 4 & Killer 7" (<http://cube.gamespy.com/gamecube/resident-evil-4/551775p2.html>). *GameSpy*. Archived (<https://web.archive.org/web/20120206233905/http://cube.gamespy.com/gamecube/resident-evil-4/551775p2.html>) from the original on February 6, 2012. Retrieved July 18, 2010. "In the past installments, we were stuck in the cookie-cutter RE mold. We had to break those shackles holding us down before we came up with something new."
56. "New Evil". *Nintendo Power*. No. 180. Nintendo of America, Inc. June 2004. "The Umbrella Corporation is no more. "It's the only thing that makes sense if you think about it," explains Resident Evil 4 producer Hiroyuki Kobayshi. "Why would the U.S. government allow a company that developed the T-virus, and in the end forced them to destroy an entire city, to continue to exist? They wouldn't. Hence the rationale for Umbrella going away after RE3." [...] "Right from the start, we wanted to do something new and innovative for the series, so Mikami issued an order to the team: 'I want to totally re-create how the polygons, the camera, everything looks.' But, every time the staff tried to do it without his direction, they only came out with little minor changes. Nothing major. Perhaps they were too afraid to take this series that he created and totally change it. But anyway, he stepped in and showed what he wanted." "
57. "biohazard4" (<https://web.archive.org/web/20041228225650/http://www.capcom.co.jp/bio4/>). *Capcom*. Archived from the original (<http://www.capcom.co.jp/bio4/>) on December 28, 2004.
58. "E3 2004: Resident Evil 4 Interview" (<http://cube.ign.com/articles/515/515402p1.html>). *IGN*. May 13, 2004. Archived (<https://web.archive.org/web/20120212232749/http://cube.ign.com/articles/515/515402p1.html>) from the original on February 12, 2012. Retrieved May 27, 2008.
59. Cryer, Hirun (February 3, 2022). "Shinji Mikami hopes a Resident Evil 4 Remake "will make his story better" " (<https://www.vg247.com/shinji-mikami-hopes-a-resident-evil-4-remake-will-make-his-story-better>). *VG247*. Archived (<https://web.archive.org/web/20220205205312/https://www.vg247.com/shinji-mikami-hopes-a-resident-evil-4-remake-will-make-his-story-better>) from the original on February 5, 2022. Retrieved February 6, 2022.

60. De Matos, Xav (March 9, 2011). "Shinji Mikami on Shadows of the Damned and inspiring a new generation of competition" (<https://web.archive.org/web/20110314155922/http://www.shacknews.com/article/67755/shinji-mikami-on-shadows-damned>). *Shacknews*. GameFly, Inc. Archived from the original (<http://www.shacknews.com/article/67755/shinji-mikami-on-shadows-damned>) on March 14, 2011. Retrieved March 13, 2011.
61. *The Making of Resident Evil 4* (DVD). *Capcom*. 2005.
62. "E3 2004: Resident Evil 4 Interview - IGN" (<https://www.ign.com/articles/2004/05/14/e3-2004-resident-evil-4-interview>). May 14, 2004. Archived (<https://web.archive.org/web/20220701041054/http://www.ign.com/articles/2004/05/14/e3-2004-resident-evil-4-interview>) from the original on July 1, 2022. Retrieved July 1, 2022 – via www.ign.com.
63. Koichi Hamamura, ed (2006) (in Japanese). *biohazard4 kaitaishinsho revised edition*. *Famitsu*. ISBN 4-7577-2638-4.
64. "Resident Evil 4 Remake – 15 Things It Needs To Do" (<https://gamingbolt.com/resident-evil-4-remake-15-things-it-needs-to-do>). *GamingBolt*. Archived (<https://web.archive.org/web/20220701041053/https://gamingbolt.com/resident-evil-4-remake-15-things-it-needs-to-do>) from the original on July 1, 2022. Retrieved July 1, 2022.
65. "What's A Game That Really Scared You?" (<https://kotaku.com/what-s-a-game-that-really-scared-you-1845469194>). *Kotaku*. October 26, 2020. Archived (<https://web.archive.org/web/20220701041053/https://kotaku.com/what-s-a-game-that-really-scared-you-1845469194>) from the original on July 1, 2022. Retrieved July 1, 2022.
66. "The Scariest Video Game Enemies Ever" (<https://www.gamerevolution.com/features/438643-scariest-video-game-enemies>). *GameRevolution*. October 4, 2018. Archived (<https://web.archive.org/web/20220701042555/https://www.gamerevolution.com/features/438643-scariest-video-game-enemies>) from the original on July 1, 2022. Retrieved July 1, 2022.
67. "15 Best Resident Evil Bosses and Monsters Ranked" (<https://www.denofgeek.com/games/best-resident-evil-bosses-monsters-ranked/>). *Den of Geek*. May 6, 2021. Archived (<https://web.archive.org/web/20220701013652/https://www.denofgeek.com/games/best-resident-evil-bosses-monsters-ranked/>) from the original on July 1, 2022. Retrieved July 1, 2022.
68. Bailey, Kat (January 11, 2020). "Actually, Resident Evil 4 Was Plenty Scary" (<https://web.archive.org/web/2022011072533/https://www.usgamer.net/articles/actually-resident-evil-4-was-plenty-scary>). *USGamer*. Archived from the original (<https://www.usgamer.net/articles/actually-resident-evil-4-was-plenty-scary>) on January 11, 2022. Retrieved July 1, 2022.
69. Carle, Chris (August 2, 2005). "Babe Interview: Carolyn Lawrence" (<https://web.archive.org/web/20071122182003/http://stars.ign.com/articles/663/663669p1.html>). *IGN*. pp. 2–3. Archived from the original (<http://stars.ign.com/articles/663/663669p1.html>) on November 22, 2007. Retrieved June 4, 2008.
70. *Capcom* (October 25, 2005). *Resident Evil 4* (PlayStation 2). *Capcom Entertainment, Inc.*. Scene: staff credits of main game and "Separate Ways".
71. "Resident Evil 4, Onimusha 3: Demon Siege and Devil May Cry 3: Dante's Awakening Special Edition coming to PCs beginning February 2006" (<https://web.archive.org/web/20070311160457/http://www.ubi.com/UK/News/Info.aspx?nld=3754>). *Ubisoft*. February 1, 2006. Archived from the original (<http://www.ubi.com/UK/News/Info.aspx?nld=3754>) on March 11, 2007. Retrieved January 28, 2007.
72. McElroy, Justin (April 4, 2007). "Resident Evil 4 on Wii official, Umbrella Chronicles an on-rails shooter" (<http://www.joystiq.com/2007/04/04/resident-evil-4-on-wii-official-umbrella-chronicles-an-on-rails>). *Joystiq*. Archived (<https://web.archive.org/web/20121013192843/http://www.joystiq.com/2007/04/04/resident-evil-4-on-wii-official-umbrella-chronicles-an-on-rails>) from the original on October 13, 2012. Retrieved April 4, 2007.

73. Mason, Mike (August 27, 2007). "Resident Evil 4 Wii Edition" (<http://www.cubed3.com/review/507/>). Cubed3. Archived (<https://web.archive.org/web/20120308092538/http://www.cubed3.com/review/507/>) from the original on March 8, 2012. Retrieved September 3, 2011.
74. "Resident Evil 4 Collector's Tin (GCN)" (<http://cube.gamespy.com/gamecube/resident-evil-4-collectors-tin>). GameSpy. Archived (<https://web.archive.org/web/20120723014007/http://cube.gamespy.com/gamecube/resident-evil-4-collectors-tin/>) from the original on July 23, 2012. Retrieved January 28, 2007.
75. "Resident Evil 4 (Australian Collector's Edition)" (<https://web.archive.org/web/2012111105245/http://www.ign.com/games/biohazard-4-bonus-disc/gcn-743771>). IGN. Archived from the original (<http://uk.cube.ign.com/objects/743/743771.html>) on November 11, 2012. Retrieved October 20, 2011.
76. <https://www.gamesindustry.biz/nintendo-plans-horror-film-promotions-for-resident-evil-4>
77. Game Informer Online (<https://web.archive.org/web/20051105033412/http://www.gameinformer.com/News/Story/200509/N05.0917.1830.06421.htm>)
78. "Resident Evil: The Essentials – PS2" (<https://web.archive.org/web/20071105025059/http://uk.ps2.ign.com/objects/951/951224.html>). IGN. Archived from the original (<http://uk.ps2.ign.com/objects/951/951224.html>) on November 5, 2007. Retrieved September 6, 2011.
79. Mirabella III, Fran (November 18, 2005). "Resident Evil 4: Premium Edition" (<http://ps2.ign.com/articles/668/668035p4.html>). IGN. Archived (<https://web.archive.org/web/20121106174401/http://www.ign.com/articles/2005/11/18/resident-evil-4-premium-edition?page=4>) from the original on November 6, 2012. Retrieved January 28, 2007.
80. "Biohazard 4" (https://web.archive.org/web/20080229065852/http://www.ea.com.tw/Products/Products_Info.aspx?ID=628). Electronic Arts. Archived from the original (http://www.ea.com.tw/Products/Products_Info.aspx?ID=628) on February 29, 2008. Retrieved July 12, 2007.
81. "Resident Evil 4 PC 1.10 Patch" (<https://web.archive.org/web/20120318022616/http://www.strategyinformer.com/pc/residentevil4/patch/13395.html?details=1>). Strategy Informer. Archived from the original (<http://www.strategyinformer.com/pc/residentevil4/patch/13395.html?details=1>) on March 18, 2012. Retrieved April 11, 2011.
82. Fahmy, Albaraa (October 24, 2015). "*Resident Evil 4: Wii Edition* is coming soon to the Wii U eShop" (<http://www.digitalspy.co.uk/gaming/news/a675355/resident-evil-4-wii-edition-is-coming-soon-to-the-wii-u-eshop.html#~psvFRQKUvGYLZf>). *Digital Spy*. Hearst Magazines UK. Archived (<https://web.archive.org/web/20151031102203/http://www.digitalspy.co.uk/gaming/news/a675355/resident-evil-4-wii-edition-is-coming-soon-to-the-wii-u-eshop.html>) from the original on October 31, 2015. Retrieved October 29, 2015.
83. Whitehead, Thomas (October 29, 2015). "Nintendo Download: 29th October (Europe)" (http://www.nintendolife.com/news/2015/10/nintendo_download_29th_october_europe). *Nintendo Life*. Gamer Network. Archived (https://web.archive.org/web/20151028230315/http://www.nintendolife.com/news/2015/10/nintendo_download_29th_october_europe) from the original on October 28, 2015. Retrieved October 29, 2015.
84. Onyett, Charles (September 22, 2007). "Resident Evil 4 Mobile" (<https://web.archive.org/web/20140129152148/http://www.ign.com/articles/2007/09/22/tgs-2007-resident-evil-4-mobile-report>). IGN. Archived from the original (<http://wireless.ign.com/articles/822/822381p1.html>) on January 29, 2014. Retrieved September 22, 2007.
85. 水口真 (February 1, 2008). "『バイオハザード4』 auの携帯電話版の配信スタート" (<http://www.inside-games.jp/article/2008/02/01/26766.html>) [Delivery start of the mobile phone version of Resident Evil 4 au] (in Japanese). Inside. Archived (<https://web.archive.org/web/20160207100257/http://www.inside-games.jp/article/2008/02/01/26766.html>) from the original on February 7, 2016. Retrieved October 26, 2011.

86. "Mobile Capcom" (https://web.archive.org/web/20080619054415/http://www.capcom.co.jp/keitai/ezweb/brew_bio_mobile.html). Archived from the original (http://www.capcom.co.jp/keitai/ezweb/brew_bio_mobile.html) on June 19, 2008.
87. "Hi Corp. Product Information" (<https://web.archive.org/web/20110804040731/http://www.hicorp.co.jp/english/product/eruption.html>). HI Corp. Archived from the original (<http://www.hicorp.co.jp/english/product/eruption.html>) on August 4, 2011. Retrieved January 5, 2011.
88. McElroy, Justin (November 10, 2009). "Resident Evil 4: Mobile Edition ported to Zeebo" (<http://www.joystiq.com/2009/11/10/resident-evil-4-mobile-edition-ported-to-zeebo/>). Joystiq. Archived (<https://web.archive.org/web/20121021053734/http://www.joystiq.com/2009/11/10/resident-evil-4-mobile-edition-ported-to-zeebo/>) from the original on October 21, 2012. Retrieved September 6, 2011.
89. Buchanan, Levi (July 15, 2009). "Resident Evil 4 Gets Date" (<https://web.archive.org/web/20130330211613/http://www.ign.com/articles/2009/07/15/resident-evil-4-gets-date>). *IGN*. Archived from the original (<http://wireless.ign.com/articles/100/1003815p1.html>) on March 30, 2013. Retrieved July 15, 2009.
90. "'Resident Evil 4' Mobile Edition Video, Accidental Early Release?" (<http://toucharcade.com/2009/07/13/resident-evil-4-mobile-edition-video-accidental-early-release/>). Touch Arcade. July 13, 2009. Archived (<https://web.archive.org/web/20121016054845/http://toucharcade.com/2009/07/13/resident-evil-4-mobile-edition-video-accidental-early-release/>) from the original on October 16, 2012. Retrieved July 15, 2009.
91. Buchanan, Levi (July 14, 2009). "Resident Evil 4 for iPhone" (<https://web.archive.org/web/20090717054350/http://wireless.ign.com/articles/100/1003474p1.html>). *IGN*. Archived from the original (<http://wireless.ign.com/articles/100/1003474p1.html>) on July 17, 2009. Retrieved July 15, 2009.
92. "Capcom announces "Resident Evil 4: iPad Edition" " (<https://web.archive.org/web/20110429192506/http://www.pr-inside.com/capcom-announces-resident-evil-r-r1812880.htm>). PR-Inside. April 3, 2010. Archived from the original (<http://www.pr-inside.com/capcom-announces-resident-evil-r-r1812880.htm>) on April 29, 2011. Retrieved April 4, 2010.
93. Gantayat, Anoop (March 23, 2011). "Here's What's Known About Resident Evil Revival Selection" (<http://andriasang.com/comui9/>). andriasang. Archived (https://archive.today/20120701110330/http://andriasang.com/comui9/re_revival_selection/) from the original on July 1, 2012. Retrieved March 23, 2011.
94. Gantayat, Anoop (March 23, 2011). "More info on Resident Evil Revival Selection" (<http://www.impre.com/la-gente-dice/viewArticle.action?articleId=281474978879963>). andriasang. Archived (<https://web.archive.org/web/20111125021737/http://www.impre.com/la-gente-dice/viewArticle.action?articleId=281474978879963>) from the original on November 25, 2011. Retrieved July 23, 2011.
95. Reilly, Jim (March 24, 2011). "Resident Evil 4 HD Hitting PSN and Xbox Live" (<http://ps3.ign.com/articles/115/1157430p1.html>). *IGN*. Archived (<https://web.archive.org/web/20160322015144/http://ps3.ign.com/articles/115/1157430p1.html>) from the original on March 22, 2016. Retrieved April 26, 2011.
96. Makuch, Eddie (July 23, 2011). "Resident Evil 4, Code: Veronica X HD lurch to US in September" (<https://web.archive.org/web/20111006043829/http://comic-con.gamespot.com/story/6324933/resident-evil-4-code-veronica>). *GameSpot*. Archived from the original (<http://comic-con.gamespot.com/story/6324933/resident-evil-4-code-veronica>) on October 6, 2011. Retrieved September 4, 2011.
97. "Resident Evil HD Titles Dated, Priced, Gameplay Video'd" (http://www.capcom-unity.com/gregaman/blog/2011/07/27/resident_evil_hd_titles_dated_priced_gameplay_videod). Capcom-Unity. July 27, 2011. Archived (https://web.archive.org/web/20110910074336/http://www.capcom-unity.com/gregaman/blog/2011/07/27/resident_evil_hd_titles_dated_priced_gameplay_videod) from the original on September 10, 2011. Retrieved September 4, 2011.

98. English version of Resident Evil 4 now available on Android from the Samsung Apps store (<http://www.pocketgamer.co.uk/r/Android/Resident+Evil+4%3A+Platinum/news.asp?c=50328>) Archived (<https://web.archive.org/web/20160410025517/http://www.pocketgamer.co.uk/r/Android/Resident+Evil+4%3A+Platinum/news.asp?c=50328>) April 10, 2016, at the [Wayback Machine](#). April 2013
99. Phillips, Tom (October 26, 2018). "Resident Evil 4 headed to Nintendo Switch" (<https://www.eurogamer.net/articles/2018-10-26-resident-evil-4-headed-to-nintendo-switch>). *Eurogamer*. Archived (<https://web.archive.org/web/20181026214646/https://www.eurogamer.net/articles/2018-10-26-resident-evil-4-headed-to-nintendo-switch>) from the original on October 26, 2018. Retrieved October 26, 2018.
100. McWhertor, Michael (April 15, 2021). "Resident Evil 4 is coming to VR" (<https://www.polygon.com/22386233/resident-evil-4-vr-oculus-quest-2-facebook-capcom-armature>). *Polygon*. Archived (<https://web.archive.org/web/20210415224225/https://www.polygon.com/22386233/resident-evil-4-vr-oculus-quest-2-facebook-capcom-armature>) from the original on April 15, 2021. Retrieved April 16, 2021.
101. Knoop, Joseph (April 21, 2021). "Resident Evil 4 VR Gameplay and Graphic Changes Revealed" (<https://www.ign.com/articles/resident-evil-4-vr-gameplay-and-graphic-changes-revealed>). *IGN*. Archived (<https://web.archive.org/web/20210422165300/https://www.ign.com/articles/resident-evil-4-vr-gameplay-and-graphic-changes-revealed>) from the original on April 22, 2021. Retrieved April 22, 2021.
102. Phillips, Tom (October 20, 2021). "Resident Evil 4 VR version edits out several lines of dialogue" (<https://www.eurogamer.net/articles/2021-10-20-resident-evil-4-vr-version-includes-several-dialogue-cuts>). *Eurogamer*. Gamer Network. Archived (<https://web.archive.org/web/20211020165711/https://www.eurogamer.net/articles/2021-10-20-resident-evil-4-vr-version-includes-several-dialogue-cuts>) from the original on October 20, 2021. Retrieved October 20, 2021.
103. Phillips, Tom (April 20, 2022). "Resident Evil 4 VR developer on expanding Mercenaries mode and those campaign cuts" (<https://www.eurogamer.net/resident-evil-4-vr-developer-on-expanding-merc-enaries-mode-and-those-campaign-cuts>). *Eurogamer*. Gamer Network. Archived (<https://web.archive.org/web/20220423231636/https://www.eurogamer.net/resident-evil-4-vr-developer-on-expanding-merc-enaries-mode-and-those-campaign-cuts>) from the original on April 23, 2022. Retrieved April 23, 2022.
104. Kim, Matt (October 20, 2021). "Resident Evil 4 VR Cuts Certain Content Including Voice Lines and Animations" (<https://www.ign.com/articles/resident-evil-4-vr-cut-content-ashley>). *IGN*. Ziff Davis. Archived (<https://web.archive.org/web/20221102200529/https://www.ign.com/articles/resident-evil-4-vr-cut-content-ashley>) from the original on November 2, 2022. Retrieved November 2, 2022.
105. "Biohazard 4 (Resident Evil 4) Original Soundtrack" (<https://www.amazon.com/Biohazard-Resident-Evil-Original-Soundtrack/dp/B000E45MOQ>). *Amazon*. Archived (<https://web.archive.org/web/20110322001916/http://www.amazon.com/Biohazard-Resident-Evil-Original-Soundtrack/dp/B000E45MOQ>) from the original on March 22, 2011. Retrieved September 6, 2011.
106. Brookhart, Ryan (October 20, 2007). "Ryan Brookhart has a Preview of the Hot Toys RESIDENT EVIL 4 Figures" (<https://web.archive.org/web/20081004230658/http://www.collider.com/clubhouse/vortex/article.asp?aid=5818&tcid=6>). *collider.com*. Archived from the original (<http://www.collider.com/clubhouse/vortex/article.asp?aid=5818&tcid=6>) on October 4, 2008. Retrieved May 21, 2008.
107. Roswell, Daniel (October 21, 2007). "Resident Evil Figures" (<https://web.archive.org/web/20080529064637/http://levelselect.co.uk/resident-evil-figures/>). *levelselect.co.uk*. Archived from the original (<http://levelselect.co.uk/resident-evil-figures/>) on May 29, 2008. Retrieved May 21, 2008.
108. "Resident Evil 4: Series One (Figures) | Horror Movie, DVD, & Book Reviews, News, Interviews at Dread Central" (<http://www.dreadcentral.com/reviews/resident-evil-4-series-one-figures>). *Dreadcentral.com*. November 22, 2005. Archived (<https://web.archive.org/web/20121011131301/http://www.dreadcentral.com/reviews/resident-evil-4-series-one-figures>) from the original on October 11, 2012. Retrieved February 2, 2010.

109. Jorge Bocanegra, *Ada Wong figure joins Hot Toys' Resident Evil line* (<http://www.relyonhorror.com/latest-news/resident-evil-news/ada-wong-figure-joins-hot-toys%E2%80%99-resident-evil-line/>) Archived (<https://web.archive.org/web/20160529234502/http://www.relyonhorror.com/latest-news/resident-evil-news/ada-wong-figure-joins-hot-toys%E2%80%99-resident-evil-line/>) May 29, 2016, at the *Wayback Machine*, Rely on Horror, May 27, 2011
110. "Agatsuma Entertainment" (http://kingzombie.com/index.php?main_page=index&manufacturers_id=4). KingZombie.com. Archived (https://web.archive.org/web/20160305005335/http://kingzombie.com/index.php?main_page=index&manufacturers_id=4) from the original on March 5, 2016. Retrieved May 21, 2008.
111. Block, Gerry (November 11, 2005). "Dueling Chainsaws! NubyTech's GC and PS2 *Resident Evil 4* Chainsaws square off" (<http://gear.ign.com/articles/666/666241p1.html>). *IGN*. Archived (<https://web.archive.org/web/20160414003319/http://gear.ign.com/articles/666/666241p1.html>) from the original on April 14, 2016. Retrieved September 5, 2011.
112. "Resident Evil 4 for GameCube Reviews" (<https://www.metacritic.com/game/resident-evil-4/critic-reviews/?platform=gamecube>). *Metacritic*. CBS Interactive Inc. Archived (<https://web.archive.org/web/20120820094116/http://www.metacritic.com/game/gamecube/resident-evil-4>) from the original on August 20, 2012. Retrieved January 20, 2016.
113. "Resident Evil 4 (2005) for PC Reviews" (<https://www.metacritic.com/game/resident-evil-4-2005/critic-reviews/?platform=pc>). *Metacritic*. CBS Interactive Inc. Archived (<https://web.archive.org/web/20230402122555/https://www.metacritic.com/game/pc/resident-evil-4-2005>) from the original on April 2, 2023. Retrieved April 2, 2023.
114. "Resident Evil 4: Ultimate HD Edition for PC Reviews" (<https://www.metacritic.com/game/resident-evil-4-hd/critic-reviews/?platform=pc>). *Metacritic*. CBS Interactive Inc. Archived (<https://web.archive.org/web/20230318080922/https://www.metacritic.com/game/pc/resident-evil-4-ultimate-hd-edition>) from the original on March 18, 2023. Retrieved March 18, 2023.
115. "Resident Evil 4 for PlayStation 2 Reviews" (<https://www.metacritic.com/game/resident-evil-4/critic-reviews/?platform=playstation-2>). *Metacritic*. CBS Interactive Inc. Archived (<https://web.archive.org/web/20120626001155/http://www.metacritic.com/game/playstation-2/resident-evil-4>) from the original on June 26, 2012. Retrieved January 20, 2016.
116. "Resident Evil 4 HD for PlayStation 3 Reviews" (<https://www.metacritic.com/game/resident-evil-4-hd/critic-reviews/?platform=playstation-3>). *Metacritic*. CBS Interactive Inc. Archived (<https://web.archive.org/web/20120626102838/http://www.metacritic.com/game/playstation-3/resident-evil-4-hd>) from the original on June 26, 2012. Retrieved January 20, 2016.
117. "Resident Evil 4: Wii Edition [...] Reviews" (<https://www.metacritic.com/game/resident-evil-4-2005/critic-reviews/?platform=wii>). *Metacritic*. CBS Interactive Inc. Archived (<https://web.archive.org/web/20120217163930/http://www.metacritic.com/game/wii/resident-evil-4-wii-edition>) from the original on February 17, 2012. Retrieved January 20, 2016.
118. "Resident Evil 4 HD for Xbox 360 Reviews" (<https://www.metacritic.com/game/resident-evil-4-hd/critic-reviews/?platform=xbox-360>). *Metacritic*. CBS Interactive Inc. Archived (<https://web.archive.org/web/20120624060234/http://www.metacritic.com/game/xbox-360/resident-evil-4-hd>) from the original on June 24, 2012. Retrieved January 20, 2016.
119. Bettenhausen, Shane (February 2, 2005). "Review: Resident Evil 4 (GameCube)" (https://web.archive.org/web/20131204062133/http://www.1up.com/reviews/resident-evil-4_9). 1UP. Archived from the original (http://www.1up.com/reviews/resident-evil-4_9) on December 4, 2013. Retrieved March 16, 2010.
120. Mielke, James (June 19, 2007). "Review: Resident Evil 4 (PC)" (https://web.archive.org/web/20121110055155/http://www.1up.com/reviews/resident-evil-4_2). 1UP. Archived from the original (http://www.1up.com/reviews/resident-evil-4_2) on November 10, 2012. Retrieved March 16, 2010.

121. Mielke, James (June 19, 2007). "Review: Resident Evil 4 (Wii)" (<https://web.archive.org/web/20111128192124/http://www.1up.com/reviews/resident-evil-4>). 1UP. Archived from the original (<http://www.1up.com/reviews/resident-evil-4>) on November 28, 2011. Retrieved August 4, 2022.
122. "Resident Evil 4". *Edge*. Future Publishing. March 2005. p. 76.
123. Gantayat, Anoop (May 21, 2007). "Famitsu Reviews RE4 Wii" (<https://web.archive.org/web/20070523233343/http://wii.ign.com/articles/790/790232p1.html>). IGN. Archived from the original (<http://wii.ign.com/articles/790/790232p1.html>) on May 23, 2007. Retrieved May 21, 2007.
124. Kasavin, Greg (January 10, 2005). "Resident Evil 4 for GameCube Review" (<https://web.archive.org/web/20050206033150/http://www.gamespot.com/gamecube/adventure/residentevil4/review.html>). *GameSpot*. Archived from the original (<http://www.gamespot.com/gamecube/adventure/residentevil4/review.html>) on February 6, 2005. Retrieved May 17, 2008.
125. Vanord, Kevin (May 22, 2007). "Resident Evil 4 PC review" (<https://web.archive.org/web/20071011061334/http://www.gamespot.com/pc/adventure/residentevil4/review.html>). *GameSpot*. Archived from the original (<http://www.gamespot.com/pc/adventure/residentevil4/review.html>) on October 11, 2007. Retrieved August 19, 2007.
126. Kasavin, Greg (October 24, 2005). "Resident Evil 4 for PlayStation 2 Review" (http://www.gamespot.com/ps2/adventure/residentevil4/review.html?om_act=convert&om_clk=gssummary&tag=summary;read-review) Archived (https://web.archive.org/web/20090723075243/http://www.gamespot.com/ps2/adventure/residentevil4/review.html?om_act=convert&om_clk=gssummary&tag=summary;read-review) July 23, 2009, at the Wayback Machine". GameSpot. Retrieved on February 5, 2009.
127. VanOrd, Kevin (June 19, 2007). "Resident Evil 4: Wii Edition" (<http://www.gamespot.com/wii/action/residentevil4/review.html>). *GameSpot*. Archived (<https://web.archive.org/web/20111010193810/http://www.gamespot.com/wii/action/residentevil4/review.html>) from the original on October 10, 2011. Retrieved May 18, 2008.
128. O'Donnell, Ryan (January 6, 2005). "GameSpy: Resident Evil 4 Review (GameCube)" (<http://cube.gamespy.com/gamecube/resident-evil-4/577819p1.html>). GameSpy. Archived (<https://web.archive.org/web/20120223153542/http://cube.gamespy.com/gamecube/resident-evil-4/577819p1.html>) from the original on February 23, 2012. Retrieved February 6, 2009.
129. C. Kuo, Li (June 6, 2007). "GameSpy: Resident Evil 4 Review (PC)" (<http://pc.gamespy.com/pc/resident-evil-4/794657p1.html>). GameSpy. Archived (<https://web.archive.org/web/20160304085114/http://pc.gamespy.com/pc/resident-evil-4/794657p1.html>) from the original on March 4, 2016. Retrieved April 18, 2012.
130. McGarvey, Sterling (October 28, 2005). "GameSpy: Resident Evil 4 Review (PS2)" (<http://ps2.gamespy.com/playstation-2/resident-evil-4/662600p1.html>). GameSpy. Archived (<https://web.archive.org/web/20120531011750/http://ps2.gamespy.com/playstation-2/resident-evil-4/662600p1.html>) from the original on May 31, 2012. Retrieved February 6, 2009.
131. Williams, Bryn (June 18, 2007). "GameSpy: Resident Evil 4: Wii Edition Review" (<http://wii.gamespy.com/wii/biohazard-umbrella-chronicles/797383p1.html>). GameSpy. Archived (<https://web.archive.org/web/20120619054500/http://wii.gamespy.com/wii/biohazard-umbrella-chronicles/797383p1.html>) from the original on June 19, 2012. Retrieved February 6, 2009.
132. Casamassina, Matt (January 7, 2005). "IGN: Resident Evil 4 Review" (<http://cube.ign.com/articles/577/577841p1.html>). IGN. Archived (<https://web.archive.org/web/20080517002822/http://cube.ign.com/articles/577/577841p1.html>) from the original on May 17, 2008. Retrieved May 17, 2008.
133. Onyett, Charles (May 25, 2007). "Resident Evil 4 Review (PC)" (<https://web.archive.org/web/20070528213922/http://pc.ign.com/articles/791/791951p1.html>). IGN. Retrieved on February 5, 2009.
134. Mirabella III, Fran (October 21, 2005). "Resident Evil 4 Review (PS2)" (<http://ps2.ign.com/articles/660/660397p1.html>) Archived (<https://web.archive.org/web/20160317220701/http://ps2.ign.com/articles/660/660397p1.html>) March 17, 2016, at the Wayback Machine". IGN. Retrieved on February 5, 2009.

135. Audrey Drake, *Resident Evil 4 HD Review* (<http://uk.ign.com/articles/2011/09/21/resident-evil-4-hd-review>) Archived (<https://archive.today/20130126030556/http://www.ign.com/articles/2011/09/21/resident-evil-4-hd-review>) January 26, 2013, at archive.today, IGN, September 20, 2011
136. Casamassina, Matt (June 19, 2007). "Resident Evil 4: Wii Edition Review" (<http://www.ign.com/articles/2007/06/19/resident-evil-4-wii-edition-review?page=2>). *IGN*. Ziff Davis, LLC. Archived (<https://web.archive.org/web/20160416140552/http://www.ign.com/articles/2007/06/19/resident-evil-4-wii-edition-review?page=2>) from the original on April 16, 2016. Retrieved January 20, 2016.
137. "Resident Evil 4". *Nintendo Power*. March 2005. p. 105.
138. Dyer, Mitch (September 20, 2011). "Resident Evil 4 HD review" (<https://web.archive.org/web/20110925003736/http://www.oxmonline.com/resident-evil-4-hd-review>). *Official Xbox Magazine*. Archived from the original (<http://www.oxmonline.com/resident-evil-4-hd-review>) on September 25, 2011. Retrieved April 14, 2020.
139. Fenlon, Wes (February 28, 2014). "Resident Evil 4 HD review" (<https://www.pcgamer.com/resident-evil-4-hd-review/>). *PC Gamer*. Archived (<https://web.archive.org/web/20230220120353/https://www.pcgamer.com/resident-evil-4-hd-review/>) from the original on February 20, 2023. Retrieved March 31, 2023.
140. "Best Video Games for 2005" (https://www.metacritic.com/browse/games/score/metascore/year/all/filtered?year_selected=2005). *Metacritic*. Archived (https://web.archive.org/web/20220620133507/https://www.metacritic.com/browse/games/score/metascore/year/all/filtered?year_selected=2005) from the original on June 20, 2022. Retrieved March 31, 2023.
141. Pavlacka, Adam (October 27, 2005). "Resident Evil 4 (PS2)" (<https://web.archive.org/web/20081216071443/http://videogames.yahoo.com/ps2/resident-evil-4/review-408114>). Yahoo! Games. Archived from the original (<http://videogames.yahoo.com/ps2/resident-evil-4/review-408114>) on December 16, 2008. Retrieved May 18, 2008.
142. "Feature: *Resident Evil 4* – Weapons of Mass Destruction Guide" (<https://web.archive.org/web/20081221132424/http://www.gamepro.com/article/features/48779/resident-evil-4-weapons-of-mass-destruction-guide/>). *GamePro*. May 10, 2005. Archived from the original (<http://www.gamepro.com/article/features/48779/resident-evil-4-weapons-of-mass-destruction-guide/>) on December 21, 2008.
143. Wilde, Thomas (February 14, 2005). "Review of *Resident Evil 4*" (<http://www.game-over.net/reviews.php?page=gamecubereviews&id=92>). Game Over Online Magazine. Archived (<https://web.archive.org/web/20051113070345/http://www.game-over.net/reviews.php?page=gamecubereviews&id=92>) from the original on November 13, 2005. Retrieved September 6, 2011.
144. Sessler, Adam; Webb, Morgan (February 1, 2005). "Review of Resident Evil 4 (GameCube)" (<https://web.archive.org/web/20130310131106/http://www.g4tv.com/videos/9020/x-play-review-resident-evil-4/>). X-Play. Archived from the original (<http://www.g4tv.com/videos/9020/x-play-review-resident-evil-4/>) on March 10, 2013. Retrieved February 27, 2015.
145. "*Resident Evil 4*: Capcom reveals a ton of new details on weapon upgrades, the new inventory system, controlling Ashley and more" (<http://cube.ign.com/articles/568/568644p1.html>). *IGN*. November 23, 2004. Archived (<https://web.archive.org/web/20120403025901/http://cube.ign.com/articles/568/568644p1.html>) from the original on April 3, 2012. Retrieved September 6, 2011.
146. Cook, Chris (January 10, 2005). "*Resident Evil 4* Hands-On Impressions And Movies" (<https://web.archive.org/web/20080520060756/http://www.gameinformer.com/News/Story/200501/N05.0110.1105.14613.htm>). *Game Informer*. Archived from the original (<http://www.gameinformer.com/News/Story/200501/N05.0110.1105.14613.htm>) on May 20, 2008.
147. "Resident Evil 4 Ultimate HD Edition Review" (<https://web.archive.org/web/20150919090628/http://www.gamerevolution.com/review/resident-evil-4-ultimate-hd-edition>). *Game Revolution*. Archived from the original (<https://www.gamerevolution.com/review/resident-evil-4-ultimate-hd-edition>) on September 19, 2015. Retrieved March 31, 2023.

148. Review: Resident Evil 4: Wii Edition (<http://www.officialnintendomagazine.co.uk/2264/reviewsresident-evil-4-wii-edition-review/>), *Official Nintendo Magazine*, January 4, 2008. Retrieved on February 5, 2009. Archived (<https://web.archive.org/web/20120104002544/http://www.officialnintendomagazine.co.uk/2264/reviewsresident-evil-4-wii-edition-review/>) January 4, 2012, at the [Wayback Machine](#)
149. East, Tom. "100 Best Nintendo Games – Part Six" (<https://archive.today/20110220232113/http://www.officialnintendomagazine.co.uk/7327/features/100-best-nintendo-games-part-6>). *Official Nintendo Magazine*. Future plc. Archived from the original (<http://www.officialnintendomagazine.co.uk/7327/features/100-best-nintendo-games-part-6/>) on February 20, 2011. Retrieved September 9, 2022.
150. Davies, Jonti (August 2007). "Resident Evil 4: Wii Edition". *Hyper* (166). *Next Media*: 60, 61. ISSN 1320-7458 (<https://www.worldcat.org/issn/1320-7458>).
151. Jonathan Holmes, Resident Evil 4 HD (<http://www.destructoid.com/review-resident-evil-4-hd-211686.phtml>) Archived (<https://web.archive.org/web/20160327174903/http://www.destructoid.com/review-resident-evil-4-hd-211686.phtml>) March 27, 2016, at the [Wayback Machine](#), Destructoid, September 20, 2011
152. "The ten amendments: we crown seven games from the last 20 years of Edge with a retrospective 10" (<https://web.archive.org/web/20130921110632/http://www.edge-online.com/features/the-ten-amendments-we-crown-seven-games-from-the-last-20-years-of-edge-with-a-retrospective-10>). *Edge*. Future Publishing. September 18, 2013. Archived from the original (<http://www.edge-online.com/features/the-ten-amendments-we-crown-seven-games-from-the-last-20-years-of-edge-with-a-retrospective-10/>) on September 21, 2013. Retrieved February 22, 2014.
153. "The Edge Awards 2005". *Edge*. Vol. 158. Future plc. January 2006.
154. "EGM's 2005 Games of the Year" (<https://archive.org/details/electronicgamingmonthlyvol201march2006600dpi/Electronic%20Gaming%20Monthly%20Vol.%20201%20%28March%202006%29%20%28Searchable%29/page/n93/mode/2up>). *Electronic Gaming Monthly*. Vol. 201. Ziff Davis. March 2006. p. 82.
155. "GameTrailers Game of the Year 2005" (<https://web.archive.org/web/20120129223057/http://www.gametrailers.com/video/top-ten-gt-countdown/8750>). Gametrailers.com. July 25, 2006. Archived from the original (<http://www.gametrailers.com/video/top-ten-gt-countdown/8750>) on January 29, 2012. Retrieved July 31, 2012.
156. "Resident Evil 4". *Game Informer*. March 2005. p. 134.
157. "Capcom's Resident Evil 4 achieves Player's Choice status and earns numerous "Game of the Year" Accolades - GameCube News" (https://web.archive.org/web/20060206020242/http://gamecube.gamezone.com/news/01_31_06_11_01AM.htm). *GameZone*. January 31, 2006. Archived from the original (http://gamecube.gamezone.com/news/01_31_06_11_01AM.htm) on February 6, 2006. Retrieved June 8, 2023.
158. "GameCube Winners Recap" (<https://web.archive.org/web/20060130043147/http://goty.gamespy.com/2005/cube/index14.html>). *GameSpy*. Archived from the original (<http://goty.gamespy.com/2005/cube/index14.html>) on January 30, 2006. Retrieved April 12, 2023.
159. "PlayStation 2 Winners Recap" (<https://web.archive.org/web/20060106052242/http://goty.gamespy.com/2005/ps2/index20.html>). *GameSpy*. Archived from the original (<http://goty.gamespy.com/2005/ps2/index20.html>) on January 6, 2006. Retrieved April 12, 2023.
160. "Resident Evil 4 (GCN)" (<https://web.archive.org/web/20070103193353/http://goty.gamespy.com/2005/overall/index9.html>). *GameSpy*. Archived from the original (<http://goty.gamespy.com/2005/overall/index9.html>) on January 3, 2007. Retrieved April 12, 2023.
161. "2005's Best Games - The PSM 10" (<https://archive.org/details/psm-107-2006/page/n37/mode/2up>). *PSM*. Vol. 107. Future plc. February 2006. p. 36.

162. "GameSpot's Best of 2005 - Game of the Year" (<https://web.archive.org/web/20070105020203/http://www.gamespot.com/pages/features/bestof2005/index.php?day=6&page=1>). GameSpot. Archived from the original (<http://www.gamespot.com/pages/features/bestof2005/index.php?day=6&page=1>) on January 5, 2007. Retrieved July 31, 2012.
163. "GameSpot's Best of 2005 - Platform Awards" (<https://web.archive.org/web/20070930222500/http://www.gamespot.com/pages/features/bestof2005/index.php?day=5&page=4>). GameSpot. Archived from the original (<http://www.gamespot.com/pages/features/bestof2005/index.php?day=5&page=4>) on September 30, 2007. Retrieved April 10, 2023.
164. "GameSpot's Best of 2005 - Genre Awards" (<https://web.archive.org/web/20070930223201/http://www.gamespot.com/pages/features/bestof2005/index.php?day=4&page=1>). GameSpot. Archived from the original (<http://www.gamespot.com/pages/features/bestof2005/index.php?day=4&page=1>) on September 30, 2007. Retrieved April 10, 2023.
165. "GameSpot's Best of 2005 - Special Achievement Awards" (<https://web.archive.org/web/20121112142119/http://www.gamespot.com/pages/features/bestof2005/index.php?day=2&page=22>). GameSpot. Archived from the original (<http://www.gamespot.com/pages/features/bestof2005/index.php?day=2&page=22>) on November 12, 2012. Retrieved April 10, 2023.
166. "The Best of 2005" (<https://web.archive.org/web/20080517125059/http://bestof.ign.com/2005/cube/>). IGN. Archived from the original (<http://bestof.ign.com/2005/cube/>) on May 17, 2008. Retrieved May 28, 2008.
167. "IGN Overall Best Graphics Technology" (<https://web.archive.org/web/20131206074538/http://bestof.ign.com/2005/overall/13.html>). IGN. Archived from the original (<http://bestof.ign.com/2005/overall/13.html>) on December 6, 2013. Retrieved March 1, 2023.
168. "IGN Overall Game of the Year 2005" (<https://web.archive.org/web/20131206114833/http://bestof.ign.com/2005/overall/25.html>). IGN. Archived from the original (<http://bestof.ign.com/2005/overall/25.html>) on December 6, 2013. Retrieved March 1, 2023.
169. "IGN Overall Best Action Game" (<https://web.archive.org/web/20131201060736/http://bestof.ign.com/2005/overall/1.html>). IGN. Archived from the original (<http://bestof.ign.com/2005/overall/1.html>) on December 1, 2013. Retrieved March 1, 2023.
170. "'Resident Evil 4' nabs game-of-year award" (<https://www.cnet.com/tech/gaming/resident-evil-4-nabs-game-of-year-award/>). CNET. Archived (<https://web.archive.org/web/20220610235511/https://www.cnet.com/tech/gaming/resident-evil-4-nabs-game-of-year-award/>) from the original on June 10, 2022. Retrieved March 17, 2023.
171. "GameZone.com - Best Games of 2005 - Games of the Year" (https://web.archive.org/web/20060210130622/http://www.gamezone.com/goty/goty2005_oa_win.htm). GameZone. January 11, 2006. Archived from the original (http://www.gamezone.com/goty/goty2005_oa_win.htm) on February 10, 2006. Retrieved June 8, 2023.
172. "GameZone.com - Best Games of 2005 - Games of the Year" (https://web.archive.org/web/20060112170352/http://www.gamezone.com/goty/goty2005_sa_hor.htm). GameZone. January 11, 2006. Archived from the original (http://www.gamezone.com/goty/goty2005_sa_hor.htm) on January 12, 2006. Retrieved June 8, 2023.
173. "GameZone.com - Best Games of 2005 - Games of the Year" (https://web.archive.org/web/20060111072609/http://www.gamezone.com/goty/goty2005_GC_win.htm). GameZone. January 11, 2006. Archived from the original (http://www.gamezone.com/goty/goty2005_GC_win.htm) on January 11, 2006. Retrieved June 8, 2023.
174. "GameZone.com - Best Games of 2005 - Games of the Year" (https://web.archive.org/web/20060106084730/http://www.gamezone.com/goty/goty2005_gc_act.htm). GameZone. January 5, 2006. Archived from the original (http://www.gamezone.com/goty/goty2005_gc_act.htm) on January 6, 2006. Retrieved June 8, 2023.

175. "GameZone.com - Best Games of 2005 - Games of the Year" (https://web.archive.org/web/20060210130729/http://www.gamezone.com/goty/goty2005_ps2.htm). *GameZone*. January 11, 2006. Archived from the original (http://www.gamezone.com/goty/goty2005_ps2.htm) on February 10, 2006. Retrieved June 8, 2023.
176. "GameZone.com - Best Games of 2005 - Games of the Year" (https://web.archive.org/web/20060111052931/http://www.gamezone.com/goty/goty2005_ps2_act.htm). *GameZone*. January 11, 2006. Archived from the original (http://www.gamezone.com/goty/goty2005_ps2_act.htm) on January 11, 2006. Retrieved June 8, 2023.
177. "2005 Nintendo Power Awards". *Nintendo Power*. Vol. 203. May 2006. pp. 52–58.
178. "Best of 2005 Awards Part 1" (https://web.archive.org/web/20060505030413/http://www.nintendojo.com/specials/view_item.php?1138783114). *Nintendojo*. Archived from the original (http://www.nintendojo.com/specials/view_item.php?1138783114) on May 5, 2006. Retrieved June 8, 2023.
179. "Best of 2005 Awards Part 2" (https://web.archive.org/web/20060505030606/http://www.nintendojo.com/specials/view_item.php?1138922826). *Nintendojo*. Archived from the original (http://www.nintendojo.com/specials/view_item.php?1138922826) on May 5, 2006. Retrieved June 8, 2023.
180. "Best of 2005 Awards Part 3: Best, Period" (https://web.archive.org/web/20060505030506/http://www.nintendojo.com/specials/view_item.php?1139215027). *Nintendojo*. Archived from the original (http://www.nintendojo.com/specials/view_item.php?1139215027) on May 5, 2006. Retrieved June 8, 2023.
181. "Best of 2005 Awards Part 3: GC" (https://web.archive.org/web/20060505030426/http://www.nintendojo.com/specials/view_item.php?1139215047). *Nintendojo*. Archived from the original (http://www.nintendojo.com/specials/view_item.php?1139215047) on May 5, 2006. Retrieved June 8, 2023.
182. "PALGN's 2005 Staff Game of the Year awards" (<https://web.archive.org/web/20060624075550/http://palgn.com.au/article.php?id=3631&sid=fa2e03a29c214eba2260cab4c7942fa2>). *PAL Gaming Network*. January 10, 2006. Archived from the original (<http://palgn.com.au/article.php?id=3631&sid=fa2e03a29c214eba2260cab4c7942fa2>) on June 24, 2006. Retrieved June 7, 2023.
183. Adam, Bankhurst (November 2021). "The Game Awards 2021 Winners: The Full List" (<https://www.ign.com/articles/the-game-awards-2021-winners-revealed>). *IGN*. Archived (<https://web.archive.org/web/20211210023936/https://www.ign.com/articles/the-game-awards-2021-winners-revealed>) from the original on December 10, 2021. Retrieved December 10, 2021.
184. Watkins, Gary (March 12, 2022). "2022 SXSW Gaming Awards Winners Announced" (<https://www.sxsw.com/news/2022/2022-sxsw-gaming-awards-winners-announced/>). *South by Southwest*. Archived (<https://web.archive.org/web/20220314092223/https://www.sxsw.com/news/2022/2022-sxsw-gaming-awards-winners-announced/>) from the original on March 14, 2022. Retrieved April 3, 2022.
185. Ankers-Range, Adele (February 2, 2022). "New York Game Awards 2022 Winners Announced" (<https://www.ign.com/articles/new-york-game-awards-2022-winners-announced>). *IGN*. Archived (<https://web.archive.org/web/20220202203413/https://www.ign.com/articles/new-york-game-awards-2022-winners-announced>) from the original on February 2, 2022. Retrieved April 15, 2023.
186. Bankhurst, Adam (February 25, 2022). "DICE Awards 2022 Winners: The Full List" (<https://www.ign.com/articles/dice-awards-2022-how-to-watch-all-the-nominees-and-what-to-expect-winners>). *IGN*. Archived (<https://web.archive.org/web/20220225063731/https://www.ign.com/articles/dice-awards-2022-how-to-watch-all-the-nominees-and-what-to-expect-winners>) from the original on February 25, 2022. Retrieved March 15, 2022.
187. "CESA GAME AWARDS == Awarded Games ==" (<https://awards.cesa.or.jp/2004/english/prizelist/>). *Computer Entertainment Supplier's Association*. Archived (<https://web.archive.org/web/20230318074543/https://awards.cesa.or.jp/2004/english/prizelist/>) from the original on March 18, 2023. Retrieved March 18, 2023.

188. "Game Critics Awards" (<http://www.gamecriticsawards.com/2004nominees.html>). *Game Critics Awards*. Archived (<https://web.archive.org/web/20200217185526/http://www.gamecriticsawards.com/2004nominees.html>) from the original on February 17, 2020. Retrieved April 23, 2020.
189. Wilson, Andrew (November 5, 2004). "Golden Joystick Awards Announces 2004 Winners" (http://www.gamasutra.com/view/news/95479/Golden_Joystick_Awards_Announces_2004_Winners.php). *Gamasutra*. Archived (https://web.archive.org/web/20200205195351/https://www.gamasutra.com/view/news/95479/Golden_Joystick_Awards_Announces_2004_Winners.php) from the original on February 5, 2020. Retrieved November 5, 2005.
190. "9th CESA GAME AWARDS | Awarded Games" (<https://awards.cesa.or.jp/2005/english/game.html>). *Computer Entertainment Supplier's Association*. Archived (<https://web.archive.org/web/20210418015617/https://awards.cesa.or.jp/2005/english/game.html>) from the original on April 18, 2021. Retrieved April 23, 2020.
191. Anderiesz, Mike (November 10, 2005). "Golden Joystick awards: Winners and losers" (<https://www.theguardian.com/technology/2005/nov/10/games.guardianweeklytechnologysection1>). *The Guardian*. Archived (<https://web.archive.org/web/20230318074525/https://www.theguardian.com/technology/2005/nov/10/games.guardianweeklytechnologysection1>) from the original on March 18, 2023. Retrieved March 18, 2023.
192. Surette, Tim (November 17, 2005). "GTA 'sticks it to UK awards show" (<https://www.gamespot.com/articles/gta-sticks-it-to-uk-awards-show/1100-6139209/>). *GameSpot*. Archived (<https://web.archive.org/web/20230318074542/https://www.gamespot.com/articles/gta-sticks-it-to-uk-awards-show/1100-6139209/>) from the original on March 18, 2023. Retrieved March 18, 2023.
193. Sinclair, Brendan (November 19, 2005). "RE4 named Game of Year at Spike Awards" (<https://www.gamespot.com/articles/re4-named-game-of-year-at-spike-awards/1100-6140144/>). *GameSpot*. Archived (<https://web.archive.org/web/20131105054503/http://www.gamespot.com/articles/re4-named-game-of-year-at-spike-awards/1100-6140144/>) from the original on November 5, 2013. Retrieved January 28, 2007.
194. "Ultimate Spider-Man Gets Annie Award Game Nod" (https://www.gamasutra.com/view/news/99009/Ultimate_SpiderMan_Gets_Annie_Award_Game_Nod.php). *Game Developer*. February 6, 2006. Archived (https://web.archive.org/web/20210824101200/https://www.gamasutra.com/view/news/99009/Ultimate_SpiderMan_Gets_Annie_Award_Game_Nod.php) from the original on August 24, 2021. Retrieved April 23, 2020.
195. "Annie Awards :: 33rd Annie Awards" (<https://web.archive.org/web/20130102053019/http://annieawards.org/33rd-annie-awards>). Archived from the original (<http://annieawards.org/33rd-annie-awards>) on January 2, 2013. Retrieved May 10, 2022.
196. "'Famitsu Awards 2005'大賞は『キングダム ハーツII』と『バイオハザード4』!!" (<http://www.famitsu.com/game/news/2006/04/21/103,1145605197,52094,0,0.html>) ["Famitsu Awards 2005" prize "Kingdom Hearts II" and "Resident Evil 4"!"] (in Japanese). Famitsu. Archived (<https://web.archive.org/web/20160409144813/http://www.famitsu.com/game/news/2006/04/21/103,1145605197,52094,0,0.html>) from the original on April 9, 2016. Retrieved January 28, 2007.
197. Sinclair, Brendan (February 27, 2006). "IGDA award nominees announced" (<https://web.archive.org/web/20090804185449/http://www.gamespot.com/ps2/adventure/wandaandthecolossus/news.html?sid=6144972&cpage=2>). *GameSpot*. Archived from the original (<http://www.gamespot.com/ps2/adventure/wandaandthecolossus/news.html?sid=6144972&cpage=2>) on August 4, 2009. Retrieved May 28, 2008.
198. "Game Developers Choice Online Awards | 6th Annual GDCA" (https://www.gamechoiceawards.com/archive/gdca_6th.html). *Game Developers Choice Awards*. Archived (https://web.archive.org/web/20200422193221/https://www.gamechoiceawards.com/archive/gdca_6th.html) from the original on April 22, 2020. Retrieved April 23, 2020.

199. Thorsen, Tor (2006). "Colossus casts shadow over GDC Awards" (<https://web.archive.org/web/20070911091454/http://www.gamespot.com/ps2/adventure/wandaandthecolossus/news.html?sid=6146480>). *GameSpot*. Archived from the original (<http://www.gamespot.com/ps2/adventure/wandaandthecolossus/news.html?sid=6146480>) on September 11, 2007. Retrieved July 30, 2006.
200. "Golden Joystick Awards 2006 Nominees" (http://www.nintendolife.com/news/2006/08/golden_joystick_awards_2006_nominees). *Nintendo Life*. August 6, 2006. Archived (https://web.archive.org/web/20220406151153/https://www.nintendolife.com/news/2006/08/golden_joystick_awards_2006_nominees) from the original on April 6, 2022. Retrieved April 23, 2020.
201. "UK Golden Joystick Awards Winners Announced" (https://www.gamasutra.com/view/news/102407/UK_Golden_Joystick_Awards_Winners_Announced.php). *Game Developer*. October 27, 2006. Archived (https://web.archive.org/web/20131114154449/http://www.gamasutra.com/view/news/102407/UK_Golden_Joystick_Awards_Winners_Announced.php) from the original on November 14, 2013. Retrieved April 23, 2020.
202. Carless, Simon (February 16, 2006). "Saturn Awards Nominate Sci-Fi, Fantasy, Horror Games" (https://www.gamasutra.com/view/news/99152/Saturn_Awards_Nominate_SciFi_Fantasy_Horror_Games.php). *Gamasutra*. Archived (https://archive.today/2020041222517/https://www.gamasutra.com/view/news/99152/Saturn_Awards_Nominate_SciFi_Fantasy_Horror_Games.php) from the original on April 12, 2020.
203. "Batman, Kong Top Saturn Awards" (<https://www.awn.com/news/batman-kong-top-saturn-awards>). *Animation World Network*. Archived (<https://web.archive.org/web/20220529173221/https://www.awn.com/news/batman-kong-top-saturn-awards>) from the original on May 29, 2022. Retrieved April 23, 2020.
204. "Press Release 2006" (<https://www.capcom.co.jp/ir/english/news/html/e060424.html>). *Capcom*. April 24, 2006. Archived (<https://web.archive.org/web/20211113173724/https://www.capcom.co.jp/ir/english/news/html/e060424.html>) from the original on November 13, 2021. Retrieved November 13, 2021.
205. "The Latest Installment in Capcom's Hit Resident Evil Series "Resident Evil 4" Ships 3 Million!" (<https://web.archive.org/web/20061208145426/http://ir.capcom.co.jp/english/news/html/e060208a.html>). *Capcom*. Archived from the original (<http://ir.capcom.co.jp/english/news/html/e060208a.html>) on December 8, 2006. Retrieved January 28, 2007.
206. "Platinum Titles" (<https://web.archive.org/web/20070621040246/http://ir.capcom.co.jp/english/data/million.html>). *Capcom*. Archived from the original (<http://ir.capcom.co.jp/english/data/million.html>) on June 21, 2007. Retrieved July 12, 2007.
207. "Platinum Titles |Product Data | CAPCOM" (<https://www.capcom.co.jp/ir/english/business/million.html>). *www.capcom.co.jp*. December 31, 2022. Archived (<https://web.archive.org/web/20080714022921/http://ir.capcom.co.jp/english/data/million.html>) from the original on July 14, 2008. Retrieved May 21, 2023.
208. O'Connor, James (August 14, 2020). "Resident Evil 7 Hits A New Sales Milestone And Is (Sort Of) Capcom's 2nd Best-Selling Game" (<https://www.gamespot.com/articles/resident-evil-7-hits-a-new-sales-milestone-and-is-/1100-6480951/>). *GameSpot*. Archived (<https://web.archive.org/web/20210613095025/https://www.gamespot.com/articles/resident-evil-7-hits-a-new-sales-milestone-and-is-/1100-6480951/>) from the original on June 13, 2021. Retrieved August 16, 2020.
209. Reeves, Ben (December 30, 2011). "Guinness World Records 2012 Gamer's Edition Preview" (<https://web.archive.org/web/20120225131323/http://www.gameinformer.com/b/features/archive/2011/12/30/guinness-world-records-2012-gamer-s-edition-preview.aspx>). *Game Informer*. Archived from the original (<http://www.gameinformer.com/b/features/archive/2011/12/30/guinness-world-records-2012-gamer-s-edition-preview.aspx>) on February 25, 2012. Retrieved December 31, 2011.

210. "1001 Video Games to Play Before You Die" (https://web.archive.org/web/20140713145009/http://1001beforeyoudie.com/1001_video_games_uk.html). *1001 Before You Die*. Archived from the original (http://1001beforeyoudie.com/1001_video_games_uk.html) on July 13, 2014. Retrieved June 8, 2023.
211. "The Best of the Decade". *Nintendo Power*. No. 252. March 2010. p. 76.
212. "Top 99 Games of All Time" (<http://microsites.ign.com/kfc/top99games/10.html>). *IGN*. Archived (<https://web.archive.org/web/20160419001118/http://microsites.ign.com/kfc/top99games/10.html>) from the original on April 19, 2016. Retrieved September 11, 2008.
213. "Top 25 PS2 Games" (<https://www.ign.com/articles/2008/11/14/top-25-ps2-games>). *IGN*. November 14, 2008. Archived (<https://web.archive.org/web/20230123174155/https://www.ign.com/articles/2008/11/14/top-25-ps2-games>) from the original on January 23, 2023. Retrieved April 25, 2023.
214. "The Top 100 Video Games of All Time" (<https://www.ign.com/articles/the-best-100-video-games-of-all-time>). *IGN*. December 31, 2021. Archived (<https://web.archive.org/web/20211231162533/http://www.ign.com/articles/the-best-100-video-games-of-all-time>) from the original on December 31, 2021. Retrieved April 25, 2023.
215. "GameCube's Top 25 Games" (<https://web.archive.org/web/20120531081309/http://www.gameinformer.com/b/news/archive/2009/09/22/feature-gamecube-top-25-list.aspx>). *Game Informer*. Archived from the original (<http://www.gameinformer.com/b/news/archive/2009/09/22/feature-gamecube-top-25-list.aspx>) on May 31, 2012. Retrieved December 14, 2012.
216. "PlayStation 2: The Games That Defined a Generation" (<https://web.archive.org/web/20160304102012/http://www.gameinformer.com/b/news/archive/2009/09/27/playstation-2-top-25-games.aspx>). *Game Informer*. Archived from the original (<http://www.gameinformer.com/b/news/archive/2009/09/27/playstation-2-top-25-games.aspx>) on March 4, 2016. Retrieved December 14, 2012.
217. "50 Best PS2 Games of All Time: Top Classic Video Games Ever Made" (<https://www.complex.com/pop-culture/the-50-best-ps2-games-ever/resident-evil-4>). *Complex.com*. Complex Media. October 3, 2022. Archived (<https://web.archive.org/web/20221226180337/https://www.complex.com/pop-culture/the-50-best-ps2-games-ever/resident-evil-4>) from the original on December 26, 2022. Retrieved April 25, 2023.
218. Craig Skistimas (July 19, 2012). "Top 10 GameCube Games" (https://web.archive.org/web/20131112184257/http://www.youtube.com/watch?v=xYIPS_LMxh4). *ScrewAttack's Top 10*. ScrewAttack. Archived from the original (https://www.youtube.com/watch?v=xYIPS_LMxh4) on November 12, 2013. Retrieved January 31, 2013.
219. The 36 Best PS2 Games, page 5, Feature Story from GamePro (<https://web.archive.org/web/20101223173809/http://www.gamepro.com/article/features/205783/the-36-best-ps2-games-page-5-of-5>)
220. PlayStation Official Magazine issue 50, Future Publishing, October 2010
221. "EDGE'S TOP 100 GAMES OF ALL TIME" (<http://www.edge-online.com/features/edges-top-100-games-all-time?page=10>). *Edge*. July 2, 2007. p. 10. Archived (<https://web.archive.org/web/20120625074957/http://www.edge-online.com/features/edges-top-100-games-all-time?page=10>) from the original on June 25, 2012. Retrieved January 28, 2012.
222. Top 100 Video Games of All Time #21 – Resident Evil 4 – G4tv.com (<http://www.g4tv.com/videos/59352/top-100-video-games-of-all-time-21-resident-evil-4/>) Archived (<https://web.archive.org/web/20130310120740/http://www.g4tv.com/videos/59352/top-100-video-games-of-all-time-21-resident-evil-4/>) March 10, 2013, at the Wayback Machine

223. Williams, Mike (July 31, 2015). "The 15 Best Games Since 2000, Number 7: Resident Evil 4" (<http://www.usgamer.net/articles/the-15-best-games-since-2000-number-7-resident-evil-4>). *USgamer*. Gamer Network. Archived (<https://web.archive.org/web/20150801143825/http://www.usgamer.net/articles/the-15-best-games-since-2000-number-7-resident-evil-4>) from the original on August 1, 2015. Retrieved August 1, 2015.
224. "NP TOP 200: Countdown Concludes with the Final 40". *Nintendo Power*. No. 200. February 2006. p. 65.
225. Kaszor, Daniel (December 30, 2009). "Decade in Review: The most influential video games since Y2K" (<https://archive.today/20100609234921/http://network.nationalpost.com/np/blogs/theampersand/archive/2009/12/30/370674.aspx>). *National Post*. Canada. Archived from the original (<http://network.nationalpost.com/np/blogs/theampersand/archive/2009/12/30/370674.aspx>) on June 9, 2010. Retrieved January 24, 2010.
226. Dobson, Jason (March 12, 2007). "Post-GDC: Cliff Bleszinski Says Iteration Won Gears of War" (https://www.gamasutra.com/view/news/104058/PostGDC_Cliff_Bleszinski_Says_Iteration_Won_Gears_of_War.php). *Gamasutra*. Archived (https://web.archive.org/web/20120511130006/http://www.gamasutra.com/view/news/104058/PostGDC_Cliff_Bleszinski_Says_Iteration_Won_Gears_of_War.php) from the original on May 11, 2012. Retrieved April 2, 2009.
227. Brightman, James (March 2, 2005). "Capcom's RE4 Reinigorates the Franchise" (<https://web.archive.org/web/20071012001745/http://biz.gamedaily.com/industry/toppers/?id=9087>). *GameDaily BIZ*. Archived from the original (<http://biz.gamedaily.com/industry/toppers/?id=9087>) on October 12, 2007. Retrieved January 28, 2007.
228. "Gaming's most important evolutions" (<http://www.gamesradar.com/gamings-most-important-evolutions/?page=7>). *GamesRadar*. October 9, 2010. p. 7. Archived (<https://web.archive.org/web/20120605160721/http://www.gamesradar.com/gamings-most-important-evolutions/?page=7>) from the original on June 5, 2012. Retrieved September 6, 2011.
229. "10 years later, Resident Evil 4 still influences the industry" (<https://venturebeat.com/2015/01/11/10-years-later-resident-evil-4-is-still-influences-the-industry/>). *VentureBeat*. January 11, 2015. Archived (<https://web.archive.org/web/20190530140134/https://venturebeat.com/2015/01/11/10-years-later-resident-evil-4-is-still-influences-the-industry/>) from the original on May 30, 2019. Retrieved May 29, 2019.
230. Gwaltney, Javy (May 21, 2019). "14 Years Later, Resident Evil 4 Remains The Most Important Third-Person Shooter Ever" (<https://web.archive.org/web/20190530230239/https://www.gameinformer.com/index.php/b/features/archive/2017/01/22/12-years-later-and-resident-evil-4-remains-the-best-third-person-shooter-ever.aspx>). *Game Informer*. Archived from the original (<https://www.gameinformer.com/index.php/b/features/archive/2017/01/22/12-years-later-and-resident-evil-4-remains-the-best-third-person-shooter-ever.aspx>) on May 30, 2019. Retrieved May 30, 2019.
231. James Brightman (March 2, 2005). "Capcom's RE4 Reinigorates the Franchise" (<https://web.archive.org/web/20081007070517/http://www.gamedaily.com/articles/features/capcoms-re4-reinigorates-the-franchise/67572/?biz=1>). *GameDaily*. Archived from the original (<http://www.gamedaily.com/articles/features/capcoms-re4-reinigorates-the-franchise/67572/?biz=1>) on October 7, 2008. Retrieved April 16, 2009.
232. "Gateway to Horror" (<https://web.archive.org/web/20120419010925/http://www.ugo.com/movies/gateway-to-horror-gateway-to-horror-games-resident-evil-4>). *UGO Networks*. October 17, 2008. Archived from the original (<http://www.ugo.com/movies/gateway-to-horror-gateway-to-horror-games-resident-evil-4>) on April 19, 2012. Retrieved April 16, 2009.
233. Jim Sterling (December 8, 2008). "How survival horror evolved itself into extinction" (<http://www.destructoid.com/how-survival-horror-evolved-itself-into-extinction-114022.phtml>). *Destructoid*. Archived (<https://web.archive.org/web/20160411160506/http://www.destructoid.com/how-survival-horror-evolved-itself-into-extinction-114022.phtml>) from the original on April 11, 2016. Retrieved April 16, 2009.

234. Matthew Pellett (December 6, 2008). "Resident Evil 5" (<https://web.archive.org/web/20120518082855/http://www.computerandvideogames.com/202808/previewsresident-evil-5/>). *Computer and Video Games*. Archived from the original (<http://www.computerandvideogames.com/202808/previewsresident-evil-5/>) on May 18, 2012. Retrieved April 16, 2009.
235. Jim Sterling (June 9, 2008). "Fear 101: A Beginner's Guide to Survival Horror" (<http://retro.ign.com/articles/880/880202p1.html>). *IGN*. Archived (<https://web.archive.org/web/20160305124914/http://retro.ign.com/articles/880/880202p1.html>) from the original on March 5, 2016. Retrieved April 17, 2009.
236. Ellie Gibson (May 29, 2008). "Atari's Phil Harrison Interview" (<http://www.eurogamer.net/articles/ataris-phil-harrison-interview>). *Eurogamer*. Archived (<https://web.archive.org/web/20120925221836/http://www.eurogamer.net/articles/ataris-phil-harrison-interview>) from the original on September 25, 2012. Retrieved April 16, 2009.
237. "Does Survival Horror Really Still Exist?" (<https://kotaku.com/5056008/does-survival-horror-really-still-exist>). Kotaku. September 29, 2008. Archived (<https://web.archive.org/web/20121009110556/http://kotaku.com/5056008/does-survival-horror-really-still-exist>) from the original on October 9, 2012. Retrieved April 16, 2009.
238. Prestia, Gaetano. "The Last Of Us inspired by Ico, RE4 – PS3 News | MMGN Australia" (<https://web.archive.org/web/20130610034155/http://ps3.mmgn.com/News/the-last-of-us-inspired-by-ico-re4>). Ps3.mmgn.com. Archived from the original (<http://ps3.mmgn.com/News/the-last-of-us-inspired-by-ico-re4>) on June 10, 2013. Retrieved July 16, 2013.
239. Mat Paget (January 15, 2017). "How Resident Evil 4 led to Visceral making Dead Space—instead of System Shock 3" (<http://www.pcgamer.com/how-resident-evil-4-turned-system-shock-3-into-dead-space/>). *PC Gamer*. Archived (<https://web.archive.org/web/20170118193608/http://www.pcgamer.com/how-resident-evil-4-turned-system-shock-3-into-dead-space/>) from the original on January 18, 2017. Retrieved January 18, 2017.
240. "How Resident Evil 4 Influenced BioShock" (<https://www.denofgeek.com/us/games/bioshock/268610/how-resident-evil-4-influenced-bioshock>). *Den of Geek*. October 29, 2018. Archived (<https://web.archive.org/web/20181029151906/https://www.denofgeek.com/us/games/bioshock/268610/how-resident-evil-4-influenced-bioshock>) from the original on October 29, 2018. Retrieved May 30, 2019.
241. "Bloodborne is Dark Souls meets Resident Evil 4 - E3 2014" (<https://www.videogamer.com/previews/bloodborne-is-dark-souls-meets-resident-evil-4-e3-2014/>). *VideoGamer.com*. June 10, 2014. Archived (<https://web.archive.org/web/20220610025153/https://www.videogamer.com/previews/bloodborne-is-dark-souls-meets-resident-evil-4-e3-2014/>) from the original on June 10, 2022. Retrieved June 10, 2022.
242. Makuch, Eddie (April 26, 2018). "God of War PS4 Director Explains Why They Changed The Combat And More" (<https://www.gamespot.com/articles/god-of-war-ps4-director-explains-why-they-changed-/1100-6458259/>). *GameSpot*. Archived (<https://web.archive.org/web/20190530211324/https://www.gamespot.com/articles/god-of-war-ps4-director-explains-why-they-changed-/1100-6458259/>) from the original on May 30, 2019. Retrieved May 30, 2019.
243. "Uncharted 4 co-director says Resident Evil 4 has the 'best opening fight in a game'" (<https://www.videogamer.com/news/uncharted-4-co-director-says-resident-evil-4-has-the-best-opening-fight-in-a-game/>). *VideoGamer.com*. January 23, 2019. Archived (<https://web.archive.org/web/20220211193024/https://www.videogamer.com/news/uncharted-4-co-director-says-resident-evil-4-has-the-best-opening-fight-in-a-game/>) from the original on February 11, 2022. Retrieved February 11, 2022.

244. Krabbe, Esra (April 30, 2021). "How Resident Evil Village Is a Direct Sequel to Resident Evil 7, but Heavily Inspired by Resident Evil 4 - IGN First" (<https://www.ign.com/articles/how-resident-evil-village-is-a-direct-sequel-to-resident-evil-7-but-heavily-inspired-by-resident-evil-4-ign-first>). *IGN*. Archived (<https://web.archive.org/web/20210430140128/https://www.ign.com/articles/how-resident-evil-village-is-a-direct-sequel-to-resident-evil-7-but-heavily-inspired-by-resident-evil-4-ign-first>) from the original on April 30, 2021. Retrieved February 6, 2023.
245. "Resident Evil 4 Shows How "Dangerous" Is More Terrifying than "Scary" " (<https://venturebeat.com/2010/10/27/horror-week-scary-vs-dangerous/>). *Venture Beat*. October 27, 2010. Archived (<https://web.archive.org/web/20210726101318/https://venturebeat.com/2010/10/27/horror-week-scary-vs-dangerous/>) from the original on July 26, 2021. Retrieved July 1, 2022.
246. White, Sam (March 12, 2014). "Resident Evil 4 Ultimate on PC reviewed" (<http://www.digitalspy.com/videogames/resident-evil/a557066/resident-evil-4-ultimate-hd-edition-review-pc-amazing-nine-years-on/>). *Digital Spy*. Archived (<https://web.archive.org/web/20220701041100/https://www.digitalspy.com/videogames/resident-evil/a557066/resident-evil-4-ultimate-hd-edition-review-pc-amazing-nine-years-on/>) from the original on July 1, 2022. Retrieved July 1, 2022.
247. "3. Is Your Regenerator Running?" (<https://www.engadget.com/2008-10-27-top-5-3.html>). *Engadget*. July 31, 2015. Archived (<https://web.archive.org/web/20220701041053/https://www.engadget.com/2008-10-27-top-5-3.html>) from the original on July 1, 2022. Retrieved July 1, 2022.
248. Wilson, Aoife (November 30, 2016). "What I think after five hours of Resident Evil 7" (<https://www.eurogamer.net/articles/2016-11-30-resident-evil-7>). *Eurogamer*. Archived (<https://web.archive.org/web/20220404071426/https://www.eurogamer.net/articles/2016-11-30-resident-evil-7>) from the original on April 4, 2022. Retrieved July 1, 2022.
249. "Gaming's Most Stress-Inducing Sound Effects" (<https://www.kotaku.com.au/2021/06/gamings-most-stress-inducing-sound-effects/>). *Kotaku Australia*. June 24, 2021. Archived (<https://web.archive.org/web/20220701041053/https://www.kotaku.com.au/2021/06/gamings-most-stress-inducing-sound-effects/>) from the original on July 1, 2022. Retrieved July 1, 2022.
250. "Gaming's Greatest Monsters" (<https://www.gamespot.com/articles/gamings-greatest-monsters/1100-6423287/>). *GameSpot*. Archived (<https://web.archive.org/web/20220701013655/https://www.gamespot.com/articles/gamings-greatest-monsters/1100-6423287/>) from the original on July 1, 2022. Retrieved July 1, 2022.
251. "The 10 Scariest Monsters in Videogames" (<https://www.pastemagazine.com/games/the-10-scariest-monsters-in-videogames/>). *pastemagazine.com*. October 30, 2014. Archived (<https://web.archive.org/web/20220701041053/https://www.pastemagazine.com/games/the-10-scariest-monsters-in-videogames/>) from the original on July 1, 2022. Retrieved July 1, 2022.
252. Kelly, Andy (March 17, 2015). "The best enemies in PC gaming" (<https://www.pcgamer.com/the-best-enemies-in-pc-gaming/>). *PC Gamer*. Archived (<https://web.archive.org/web/20220701041053/https://www.pcgamer.com/the-best-enemies-in-pc-gaming/>) from the original on July 1, 2022. Retrieved July 1, 2022.
253. "Monster of the Week: The Godfather of the Necromorph on Creating Dead Space's Famous Creature" (<https://web.archive.org/web/20220701041053/https://www.usgamer.net/articles/monster-of-the-week-how-necromorphs-somehow-werent-a-day-one-idea-for-dead-space>). *USGamer*. October 14, 2019. Archived from the original (<https://www.usgamer.net/articles/monster-of-the-week-how-necromorphs-somehow-werent-a-day-one-idea-for-dead-space>) on July 1, 2022. Retrieved July 1, 2022.
254. Skrebels, Joe (September 15, 2022). "Resident Evil 4 Remake Is Coming to PS4 as Well as PS5" (<https://www.ign.com/articles/resident-evil-4-remake-is-coming-to-ps4-as-well-as-ps5>). *IGN*. Archived (<https://web.archive.org/web/20220917030133/https://www.ign.com/articles/resident-evil-4-remake-is-coming-to-ps4-as-well-as-ps5>) from the original on September 17, 2022. Retrieved September 17, 2022.

255. "Resident Evil 4 remake is coming to the iPhone 15 Pro" (<https://www.theverge.com/2023/9/12/23870365/resident-evil-4-remake-iphone-15-pro-assassins-creed>). *the Verge*. September 13, 2023. Retrieved September 27, 2023.
256. Carpenter, Nicole (June 4, 2021). "Artist says Capcom stole her photos for Resident Evil, Devil May Cry games in lawsuit" (<https://www.polygon.com/22519568/resident-evil-4-copyright-infringement-lawsuit-capcom>). *Polygon*. Archived (<https://web.archive.org/web/20210814222613/https://www.polygon.com/22519568/resident-evil-4-copyright-infringement-lawsuit-capcom>) from the original on August 14, 2021. Retrieved June 23, 2021.
257. Yin-Poole, Wesley (June 5, 2021). "Artist alleges Capcom stole her photos for the creation of multiple Resident Evil and Devil May Cry games" (<https://www.eurogamer.net/articles/2021-06-05-artist-alleges-capcom-stole-her-photos-for-the-creation-of-multiple-resident-evil-and-devil-may-cry-games>). *EuroGamer*. Archived (<https://web.archive.org/web/20210624204424/https://www.eurogamer.net/articles/2021-06-05-artist-alleges-capcom-stole-her-photos-for-the-creation-of-multiple-resident-evil-and-devil-may-cry-games>) from the original on June 24, 2021. Retrieved June 23, 2021.
258. Zak, Robert (February 9, 2022). "Capcom 'resolves' lawsuit over images used in Resident Evil 4" (<https://www.pcgamer.com/capcom-resolves-lawsuit-over-images-used-in-resident-evil-4/>). *PC Gamer*. Archived (<https://web.archive.org/web/20220408025103/https://www.pcgamer.com/capcom-resolves-lawsuit-over-images-used-in-resident-evil-4/>) from the original on April 8, 2022. Retrieved April 8, 2022.
259. "St Onge IP resolves dispute with Capcom" (<https://www.ssjr.com/news/st-ong-e-ip-resolves-dispute-with-capcom/>). February 7, 2022.

External links

- Official website (<https://web.archive.org/web/20100331142040/http://www.capcom.co.jp:80/bio4/english.html>) at the *Wayback Machine* (archived March 31, 2010)
-

Retrieved from "https://en.wikipedia.org/w/index.php?title=Resident_Evil_4&oldid=1238591835"