

# RESIDENT EVIL: REVELATIONS

**GENRE(S):** Survival horror

**AVAILABLE ON:** Nintendo 3DS, Nintendo Switch, PC, [PlayStation 3](#), PlayStation 4, Wii U, Xbox 360, Xbox One

**DEVELOPED BY:** Capcom, Tose

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With the release of the Nintendo 3DS, Capcom saw an opportunity to work out fresh, exclusively handheld *Resident Evil*-branded entertainment to follow up on the moderately successful *Deadly Silence* port on the original DS. One team went on to make *The Mercenaries 3D*, while another one went for a more traditional *Resident Evil* experience. Led by *Resident Evil 5* designer Koshi Nakanishi, the latter worked out a spin-off title starring two franchise stalwarts engaged in a whole new horror story that was planned as a return to the series' roots with an episode-based narrative twist and simple gameplay. The game was a huge success, with some critics calling it one of the defining third-party titles of the 3DS. To this day, it isn't clear if it was Capcom's plan all along or a response to popular demand, but a home console version arrived in early 2013 as the third consecutive disappointment – following *Resident Evil: Operation Raccoon City* and *Resident Evil 6* – proving these were very dark times for *Resident Evil*.

In 2004, the Mediterranean city of Terragrigia suffers a massive bioweapon attack orchestrated by a bioterrorist group known as Il Veltra. The FBC (Federal Bioterrorism Commission) attempts to contain the threat, but ultimately, the FBC's head Morgan Lansdale orders the city's obliteration by a solar strike. A year later, the non-governmental organization BSAA (Bioterrorism Security Assessment Alliance) looks into what seems a sudden re-emergence of Il Veltra. When contact with head investigators Chris Redfield and Jessica Sherawat is lost, their respective partners Jill Valentine and Parker Luciani are dispatched to a cruise ship which is marked as the former agents' last known location. As Jill's luck would have it, the ship is overrun by strange, zombie-like creatures.

Following an episodic structure complete with cliffhanger endings for each episode quite like *Alan Wake* and, of course, Telltale's productions which were at the height of their popularity at the time, *Resident Evil: Revelations* is like an "RE Lite" version. A lite version of what, exactly? Good question. It's sold as a horror game, but apart from its dim lighting and gallery of exceptionally grotesque monsters – even on the usual *Resident Evil* scale – it's not very scary or distressing. At least not for the right reasons. It kinda looks like a poor man's *Resident Evil 5*, although it's way too calm to qualify as an action game, and having a partner around really makes no stinking difference. I believe the closest definition here is "adventure", since you'll be running a lot of small errands to reach an ultimate goal in each episode... but then again, I wouldn't call running around the exact same levels over and over again up 'til the very end much of an adventure either. Besides, there are no real puzzles here, apart from being able to navigate the ship. It's built like a fucking maze, and you guessed quite right, it all looks exactly the same.

You primarily play as Jill, and out of the four playable characters, she is the single one that can actually get shit done, and go off script the slightest. Since the game's built like a TV miniseries, it takes liberties in storytelling such as playable flashback sequences and parallel scenarios, where you play as someone else, usually just for a few minutes in the beginning of almost every episode. This is usually done to explain some mystery or the cliffhanger of the previous episode. It would be kinda cool, if the story was the least bit interesting or if it made any sense from a *Resident Evil* fan's point of view, and most importantly, if the game had better characters. There's never been a more garbage cast in any *Resident Evil* spin-off, and having to play as some of the members of this throwaway crew – or having them around as partners – doesn't make things any better.

You'll be spending a lot of time scanning the enemies and environment for healing items and hidden ammo using a high-tech thingamajig called the Genesis. The way it's introduced in the game makes you think it could actually have some more tangible use, like increasing your chances against certain types of enemies via blood analysis, but no. You just use it to collect blood samples from fallen enemies until the blood meter reaches 100%, then you get a Green Herb for your troubles – what a weird 100-coin analogy

– and find hidden ammo. Sometimes, custom parts for your weapons, and at the most exciting of times, hidden handprints, which aren't worth much besides personal satisfaction and some low-level achievements. The whole thing is a cheap attempt at diversifying something that simply can't be stretched beyond its narrow limits.

Since I've told pretty much everything there is to know – the one-time swimming mechanics aside – let's just crack the nutshell. *Resident Evil: Revelations* is a textbook example of an undoubtedly impressive handheld game gone wrong in almost every way, once ported to a major platform. You'll have to see it to believe that it was once a Nintendo 3DS game, but on the big ones, it doesn't look like anything. It's underdeveloped and shallow, it has a shit story that can barely be recognized as canon, complete with throwaway characters that no one in the right mind gives a shit about – even Chris fucking Redfield is a disgrace to his good name – and the only times it stops repeating itself during its 10-hour pass, it throws a boss fight at us that feels like a small eternity, either an endless swarm of Hunters or a huge, Kardashian-level grotesque monstrosity that takes every single bullet from your every single weapon to go down, half of them just for the first slightest hint that you're actually bringing any hurt. Evading enemy attacks and running away are very essential abilities to learn in addition to your skills to aim and fire, but unfortunately those are things that don't get easier with practice. On the contrary; the boss fights take so damn long that your hands will be screaming bloody murder as it is, and the controls, poor by default, aren't on your side. It's near-impossible to maintain a good flow in any action-oriented part of the game.

I think Raid Mode is the best part of the game, since it's honest about its content, and you can play it in co-op mode for some sincere *RE* Lite-branded simple fun. It's a good hangover game for any duo who loves *Resident Evil*. There are tons of levels here, stitched together from the game's maps, and you (and your partner) have some simple task to achieve in a matter of minutes, always involving killing monsters of varying strength and numbers. You are ranked after completing each level like in any *Resident Evil* game; the rank gains you Battle Points which you can then use to buy new stuff, and either improve your performance in the last level or prepare yourself for the next challenge. It's not long-term fun, but at least

the co-op game has occasional, casual entertainment value.

*Resident Evil: Revelations* is at the very least an interesting trial and a moderately entertaining *RE* Lite game for the first hour or so, up until it exposes its utterly hollow core and the half-assed storytelling really starts to get on one's nerves. It's definitely not the worst game to bear the franchise name, but it's still a title I'm perfectly fine with having beaten it just this once.

## 5.9