

RESIDENT EVIL 3

GENRE(S): Survival horror, Third-person shooter

AVAILABLE ON: PC, [PlayStation 4](#), PlayStation 5, Xbox One, Xbox Series X

DEVELOPED BY: Capcom, NeoBards Entertainment, K2, VSC, Buzz, M-Two, Redworks

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A while after the *Resident Evil 2* remake had already entered development, the directors had an idea. They formed another team to work on a reimagining of *Resident Evil 3: Nemesis* at the same time to complete the classic PlayStation trilogy in good time, and to perhaps somewhat improve its reputation, its script, as well as fix its previously loose placement in the *Resident Evil* continuity. Out of all the *Resident Evil* remakes, *Resident Evil 3* ended up the most unrecognizable upgrade from the original product. I'm not a big fan of the original concept, but the RE Engine makes general gameplay much more bearable. The remake might be rough around the edges, not nearly as whole-hearted as the previous one, and over a bit too quick for its full price tag, but I think it did what it came to do, and it's honestly quite all right altogether.

Raccoon City is on the brink of destruction after a massive outbreak of Umbrella Inc.'s T-Virus. S.T.A.R.S. operative Jill Valentine, who suffers from PTSD following the mansion incident, is biding her time, cooped up in her apartment in the heart of the decaying city, to wait for an opportune moment to escape. When she's attacked by a new bio-organic weapon specifically designed to hunt down and kill the surviving S.T.A.R.S. members, Jill is forced to flee and join up with her sworn enemies – mercenaries in Umbrella's service – to have any chance to leave the city alive.

Not two without a third, it seems. Yes, I was tempted to say you can't make a number two without a turd, but I'm a grown man and besides, even if the original game was never among my favourite *Resident Evil* titles, Capcom's recent track record with *Resident Evil*, especially the remakes, had been quite damn good.

Resident Evil 3 came out very quietly compared to the massive hype surrounding the previous remake – I stumbled on its existence by complete accident just days before its release, and I had just enough spending money to give the Nemesis concept another chance after many years of just letting the original rot. I had never even beaten the original game at that point, it just never interested me enough. I was somewhat ashamed to constantly talk the game down like I did, 'cause it had many die-hard fans even within my social network. The remake suffers from similar problems as the original, and it's so short it could almost pass for an extensive *Resident Evil 2* add-on – but that's just it; it's more of the same sweet gameplay of *Resident Evil 2*, and what I call similar problems at least aren't the exact same problems. It's still not the greatest *Resident Evil* remake or game around, but at least I like it more than the original.

Apart from some vaguely familiar outlines, scenes and locations, *Resident Evil 3* is a completely new game, with a heavily revamped script. For starters, Jill's apartment doesn't just blow up for no reason, she's chased through the whole damn building by Nemesis, who first attacks her in her apartment in the very beginning of the game. Jill meets and starts working with the mercenaries almost right away, starting with Carlos Oliveira, who is completely remodelled, rewritten as a much more skilled, intelligent, formidable and believable soldier rather than the random yes man and shit partner he was in the original. I actually can't help but feel that the guys who made this game actually liked the films, 'cause Carlos is much closer to the film character here by nature, and Jill's new face and body model – completely different from Julia Voth who served as her model in all the previous games starting with the *Resident Evil* remake – looks a lot like Milla Jovovich, and partly acts like Sienna Guillory's tough, no-bullshit take on the character. Nemesis' creation, which was never really elaborated on in the original game, is very similar to his creation in the second film. Regardless of where all this stuff comes from, it's all written so much better, especially the parallels between this remake and the previous one. The timeline is spotless, and many of the questions the *Resident Evil 2* remake left hanging in the air finally get the proper answers.

However, analyzing the game's narrative structure brings upon the first and foremost instance where I

have no choice but to empathize with fans of the old game who were expecting a rock solid remake in the vein of the previous one. Those are the fans that bashed the game, and there are a few good reasons for that – in this context, I'd say it's all of the content that was replaced with something completely different, or utterly raked out. Instead of letting these people run rampant on an admittedly different and complex playfield with several small levels, the developers opted for a structurally very basic *Resident Evil* game: three big main levels, a couple of runs in Carlos' shoes and a lab, and absolutely no boss fights besides the many encounters with the big man, the game's former namesake.

There are no multiple choice situations or alternate endings, the game is very linear – it's the first one that not only gives you an objective, but also guides you to it instead of pushing for the open-city feel of the original – and whole memorable levels, puzzles and/or objectives in addition to the boss fights are edited out, it's notable whether you miss these features or not. The encounters with Nemesis are almost completely scripted; there are just a few sequences where he's relentlessly on your trail regardless where you sidetrack off to, and several setpieces which usually end in a boss fight against a constantly evolving version of him, but all in all, he's not nearly as distracting and frustrating as he was in the original. There we go: I tried, but couldn't mask my personal satisfaction with this specific issue, but rest assured: I at least tried to feel your pain, and I'm almost as bothered by some other stuff.

Nemesis' relentless and game-wide hunt for Jill's sweet ass is replaced with unforgiving, occasionally timed action sequences and massive swarms of all kinds of enemies. The game throws back to the action-oriented years of *Resident Evil 4* to *6* a bit too much for the good of the pure survival horror experience it's supposed to be. This problem presented itself differently in the original, which was already more about blasting undead fools than its two predecessors; it's one beef I've always had with the game, it's still there in a new form. It could be called somewhat of an identity crisis. It seemed their attempt was to make something from between the two ends of *Resident Evil*. Not a bad idea in itself, but it's a remake of a game many consider a classic, and since it follows such a perfectly balanced fruit of the exact same tree, I have to admit some level of disappointment and detachment is unavoidable regardless of your

relationship with the original.

The main problem here is that the game's so short and run-of-the-mill in structure. It can easily be beaten in just a couple of hours, and each playthrough gets easier thanks to some very handy bonuses you can get by nailing down the special objectives within the game. You can trade the achievements for points after the first playthrough. Just beating the game once gives you enough points to get at least one coin item, which you can use to improve your health, offense or defense by a great deal the next time around. There's a lot to do here, including shooting new collectables that are very similar to the Mr. Raccoons in *Resident Evil 2*, but we've had more interesting base games to plow through as many times as it takes to be able to do and get everything. Like that game I just mentioned.

There are no extra modes besides ultra-hard difficulty modes *within* the game, but the full game *Resident Evil: Resistance* comes on the disc. It's an online experience that kinda resembles *Resident Evil: Outbreak*, but is more in line with asymmetrical games such as *Friday the 13th - The Video Game* and *Dead by Daylight*, where one player plays as the "Mastermind", while four others play as "Survivors"; while most of the villains are familiar from earlier games in the series, only Jill is featured as a hero character we already know. The Mastermind's task is to create different challenges for the very different survivors to overcome by utilizing their special talents and combinations of them. Since I'm not much into online gaming, or those games I compared this to, I can't really say anything else about *Resistance*. But it's there, in case you're interested, and just so you know, it was added in as a free bonus 'cause Capcom realized the game didn't have enough content after its production ended. Hmm.

Definitely better than the original, but it's ridiculous to call this a full-length game, 'cause its total length is equal to a satisfying expansion. I first beat this remake long before I finally seriously took on the original game, and I've got to admit that there were nasty things in the 1999 title I would've loved to see reimaged here in a much more satisfying form, but they changed the structure a bit too much – the much better writing and easing down on Nemesis' repetitive presence would've been enough for me. The

gameplay's great, but we've already seen *Resident Evil 2* and its wholesomeness.

7.5