

Review Resident Evil: Resistance: Gifts 'bundled' misery was cursed

To be fair, Resident Evil: Resistance is not too bad, it also has a lot of fun to entertain, but that was not enough.

As a so-called 'bonus', **Resident Evil: Resistance** is unable to gain attention, especially when the Resident Evil 3 Remake is being teased by people all this time. But in a more objective way, this game is not too bad, as it possesses a very new fighting mechanism with simple and very entertaining gameplay, unfortunately, nobody cares. It's because the original part has captured all the glory.



Resident Evil 3 Remake and the silly myths of modern gaming

When a survival horror game like Resident Evil 3 Remake was praised for its 'rushing and hands-down' action game, 100% it was wrong from the start.

Unique and entertaining gameplay

The plot of Resident Evil: Resistance takes place at the Raccoon disaster event, when a group of civilians are 'caught' by Umbrella to serve as a prototype at a NEST research lab, for development purposes. biological weapons. But basically it's completely bullshit, because the number of characters and the progress of the game have absolutely nothing to do with the main events, like making up is better.

Of course, for a fighting game, this is not important, if it can be said, it is quite similar to the structure of Resident Evil: Outbreak when talking about the characters that do not appear in the original game. In fact, when Resident Evil: Resistance introduced a demo, many people also thought of Outbreak when these two games had so much in common, such as skilled characters, having to escape in fixed time and playing with friends. team.



However Resident Evil: Resistance still has its own attractions, the most important change point is that now you will be able to choose between the two sides, survivors and bosses (masterminds). Each side will have different goals, while Survivors must find a way to reach the goal, whereas Masterminds will play the role of the villain, find ways to prevent opponents and win for those who achieve the goal. spend first. If the Survivors reach the destination just in time, they will win and vice versa.

The unique feature of Resident Evil: Resistance is all in the Mastermind system, because unlike the opponent with up to 4 people, the evil always acts alone and you do not interfere directly, instead will be sitting in control room to arrange the pitfalls waiting for prey to enter. Masterminds will have the privilege of observing the entire game screen through the camera system spread throughout the map, to determine the next move and how to use them.

Masterminds cannot fight instead, the game will give players a special deck of cards, it contains many things from Zombie, Licker, Hunter, traps to other special trump cards. Each Masterminds will have an ultimate Key card such as calling out Mr.X, setting a magnetic trap or Yateveo - a special monster that can get in the way . This is what makes the Masterminds position very special, because It absolutely requires the brain to calculate exactly like an RTS game.



On the survivors side, although they do not have the advantage of the map, but in return they have the number and unique skills of each member (like Outbreak). Resident Evil: Resistance allows players to buy weapons or support equipment directly during play, thus creating a variety of tactics as well as many situations that you can coordinate with friends.

The goal of both sides is to find a way to reach the finish line or prevent the opponent from reaching the finish line within the time allowed, the Survivor faction will be credited with the hours when completing a certain area and depending on the number of survivors. . Masterminds are the opposite, the more you deal damage and knock out the opponent, the more total time will be reduced. Another thing is that Masterminds has the ability to directly control a certain Zombie, allowing maximum damage when needed.



In fact, Resident Evil: Resistance is extremely easy to reach, its level is very fast, only about 20 minutes, so it is good for entertainment. To be fair, Resident Evil: Resistance may be a game for entertainment, but it is too short of investment to stretch the content.



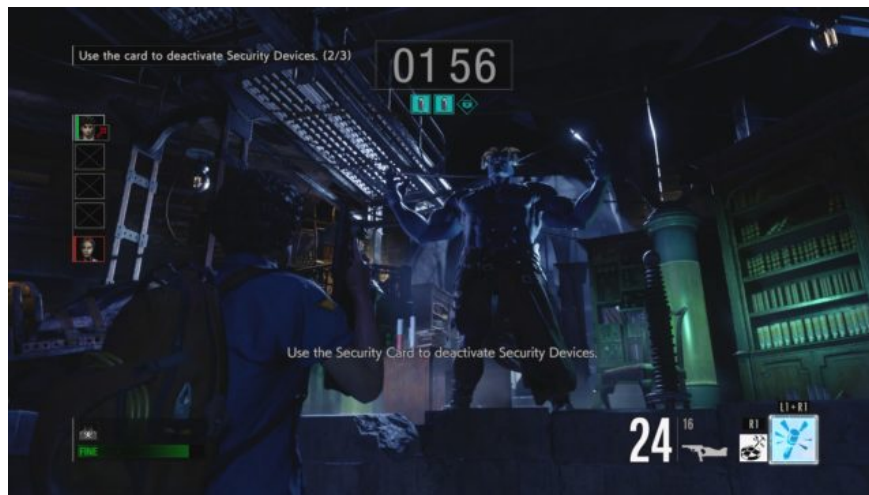
Useful tips for players of Resident Evil 3 Remake

Some changes in the arrangement of the battle system may make you feel strange, but some of the following tips may help you adapt better.

Not much replay value

The actual Zombie fighting genre is not far from the gamers, when the Left 4 Dead blockbuster was born that has shaped the whole genre. But in terms of depth, Resident Evil: Resistance could not be equal to its predecessor, because its gameplay is so simple that it almost removes all important things. If Left 4 Dead players on the Infected side can turn a variety of Infected to attack, then Resident Evil: Resistance is not so because they are locked into a deck of cards when playing Masterminds.

Of course Zombie also has many types and a dozen more traps to use, but in general, they are not diverse enough, the idea of ??playing with prey sounds good but because the game is so fast, it is almost is that you rotate the card to achieve the maximum efficiency for the fastest, mainly, but there are no tables to watch the cup of tea leisurely imagine. The skill factor is not high in Resident Evil: Resistance, because the battle environment is extremely cramped, so unless you shoot super chicken, otherwise the hit rate must be over 90%.



This makes Resident Evil: Resistance more like a game to see who is faster, not the skill, not to mention the Survivor faction can see the zombies are 'dropped' in a certain position. right in front of me, it makes the game extremely messy and very no rules. Of course, it is good for an entertainment-oriented game, but when it is impossible to help players show off their skills, it will not hold them for long, typically Resident Evil: Resistance finds matches for a long time. When it takes more than 10 minutes for the team to play.

And the strength of Resident Evil: Resistance completely lies in the position of Masterminds, so the Survivor faction is nothing very special, you will feel it keeps repeating for a long time so in the beginning to play Resident Evil: Resistance can be nice, but after a few hours it starts to get boring. The lack of multiple maps is also what makes Resident Evil: Resistance less attractive, anyway, no one wants to hide in one place forever.



In general, if viewed objectively, Resident Evil: Resistance can be considered a temporary game to kill time, but inherently gamers have not been very excited with it from the beginning, plus Resident Evil. 3 Remake is being yelled at like that, nothing will happen when the Resistance is completely estranged. Unfortunately for Capcom, they could have made both of these games better, but they ended up going nowhere.

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