

What do we know about the Resident Evil 4 Remake version?

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A mighty team

Rumors that Capcom is working on the Resident Evil 4 Remake have been around since Resident Evil 3 Remake was officially released. Over the past months, various news sites have been posting information from various sources - some of which are called 'industry news' - saying Capcom is developing Resident Evil 4, and the game has now stepped in. at the stage of full power development.



The identity of the studio responsible for making the game has also been revealed: M-Two, a studio founded by Capcom around 2018 and includes many characters who worked for Capcom and Platinum Games studios (Persona , Nier, Babylon's Fall, .). The name seems to have been created by combining the names of Shinji Mikami and Tatsuya Minami, two colleagues who have worked together several times at Platinum Games and Capcom. Mr. Tatsuya Minami was the leader of Platinum Games and now the founder of M-Two.

M-Two has contributed to the implementation of Resident Evil 3 but only in a supporting role, and Resident Evil 4 is the studio's official title. In addition, M-Two also received the help of the development teams Resident Evil 2 and Devil May Cry 5 during the implementation of Resident Evil 4 Remake. According to a reliable source,

Dusk Golem, the Resident Evil 4 Remake development force is more numerous than both previous versions. According to an informed source, the Resident Evil 4 Remake is being developed under the direction of a rookie.



The team is not directly led by Mr. Shinji Mikami, who is now dedicated to establishing Tango Gameworks (The Evil Within), but he will still provide information and support the game direction. The reason Mr. Shinji disagrees to return to lead this project is because he is busy with the GhostWire: Tokyo project that Tango Gameworks is developing and will be released by Bethesda in the future.



Plot Resident Evil 3 Remake: Biography of the characters in the game

In the Resident 3 Remake storyline, some characters have several new background pieces that can be used for the next games.

A longer development period

After the success of the Resident Evil 2 Remake, Capcom quickly launched the Resident Evil 3 Remake just a year later. To be able to make the game as fast as this, Resident Evil 3 had to sacrifice a lot: the original version, although short, has a very high replay value thanks to the branching of the plot, Resident Evil 3 Remake erase these ramifications and let gamers experience a completely linear gameplay from start to finish.

However, this urgency has 'betrayed' Capcom. Although the new Jill image generated a lot of excitement in the gaming and modder community, the Resident Evil 3 Remake received much criticism for Capcom's cuts. Capcom seems to have gained valuable experience from this criticism because according to the information I know, Resident Evil 4 is expected to release in 2022, meaning that M-Two will have dark at least two years to perfect this game. It is hoped that with such full time, Capcom will create a game worthy of the original version which is still the highest Metacritic game in Capcom's history.

96	Resident Evil 4 (GC)	Jan 11, 2005	9.2
96	Resident Evil 4 (PS2)	Oct 25, 2005	9.0
95	The Legend of Zelda: A Link to the Past (GBA)	Dec 3, 2002	8.9
94	Devil May Cry (PS2)	Oct 16, 2001	8.6
94	Street Fighter IV (PS3)	Feb 17, 2009	7.4
93	Street Fighter Alpha 3 (PS)	Apr 30, 1999	8.6
93	Street Fighter IV (X360)	Feb 17, 2009	7.3
93	Okami (PS2)	Sep 19, 2006	9.1
93	Viewtiful Joe (GC)	Oct 7, 2003	8.3
93	Resident Evil 2 (XONE)	Jan 25, 2019	8.6

The version M-Two is developing is actually not the first time Resident Evil 4 has been remade. Since being released 15 years ago, Capcom has released nearly . dozens of Resident Evil 4 for many different systems including porting and remaster. After the GameCube, Capcom also launched the PS2, Wii versions; HD Remaster version for PS3, Xbox 360, PC in 2011; Then again, Remaster for Xbox One and PS4 in 2016. However, this is still the first complete remake and promises to completely change the image and gameplay, so it is well worth the wait.

What does the old do?

While Shinji Mikami left Capcom and Tatsuya Minami now founded the M-Two studio, many of the old names familiar with Resident Evil 4 remain in Capcom. Kiyohiko Sakata, the leader of the original version's programming team, used to be the game director of Resident Evil 3, producer Hiroyuki Kobayashi was Resident Evil 6, designer Kouji Kakae was involved in the development of Devil May Cry 5. Very It is possible that these characters will participate in the development process of Resident Evil 4 Remake directly or indirectly.



Many other great characters of Resident Evil in particular and Capcom in general are now entangled in the Resident Evil 8. project. There are rumors that the game will be a continuation of Resident Evil 7 (2017), including gameplay. From the first person perspective, the main character is still Ethan Winters. The gameplay of Resident Evil 8 is said to be very different from previous versions including the main character is not lucid in the whole game time as well as the appearance of magical creatures instead of just all Zombies are created based on scientific elements.

Need Resident Evil 4 Remake or not?

That's all we know about the current Resident Evil 4 Remake project. With the release of the Resident Evil 4 Remake in 2022 and the Resident Evil 8 release in 2021, enthusiasts of this series are having a great time making new versions of Resident Evil each year for four consecutive years. Although many gamers believe that the original Resident Evil 4 is perfect, the remake of the game is inevitable when the previous remake versions have successfully brought a lot of money to Capcom.



However, we also need to repeat one thing: all the information about the Resident Evil 4 Remake mentioned in this article is only limited to rumors, despite being confirmed by various sources. Capcom itself has never officially announced this project, so no matter how much you love Resident Evil 4, you should refrain from excitement because it is very difficult to predict the word doubt in making games.

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