



# RESIDENT EVIL

## requiem

Latest title in the *Resident Evil* series

**“Requiem for the Dead.  
Nightmare for the Living.”**

**Gut-wrenching, authentic survival horror**

### A survival horror game series that continues to evolve even after three decades

“It’s scary, but I just can’t stop.” Battling overwhelming fear, solving mysteries, and surviving by any means necessary—that’s the essence of the *Resident Evil* series. With the first game released back in 1996, the series is set to mark its 30th anniversary. This survival horror game series has continued to evolve over the past three

decades, centered on the core concept of “fear.” The unique worldview and gameplay action have captured the hearts and minds of users around the globe. As a result, the series is now synonymous with the survival horror genre, even among people who don’t play games, with adaptations including movies and CG animations.

In total, the *Resident Evil* series has sold over 170 million units\*, and grown into one of Capcom’s top brands. This is because, without being bound by fixed notions or previous entries, we have flexibly



*Resident Evil Requiem* is the 30th anniversary title that marks a turning point for the series. The protagonist, FBI analyst Grace Ashcroft, is the daughter of a character from a previous game. This new character leads players into whole new terrifying experiences.

## RE ENGINE delivers an unprecedented gaming experience



### Immersive horror across multiple platforms

The game offers the best gaming experience for a variety of platforms, including PlayStation 5, Xbox Series X/S, Nintendo Switch 2, and PC. Visually, RE ENGINE is also responsible for portraying horror in photorealistic detail, including characters’ skin, teary eyes, flowing hair, and the translucency of light.

### Two perspectives to choose from

This title allows users to freely switch between two perspectives in gameplay: first-person and third-person. Even in the same scene, you can experience the fear from your own point-of-view in first-person, or enjoy the action from behind the character in third-person. Another appealing feature of this system is that it allows users to face fear in a way that suits their own play style.

evolved the story, visuals, and game elements for each title, while taking care of the connective throughline of the series. This approach has been widely embraced by users.

\*As of March 31, 2025

### Requiem marks a turning point in the 30-year series

Scheduled for release in February 2026, *Resident Evil Requiem* is the latest installment in a series that began 30 years ago and tells a story that runs through the entirety of its lore. The game is set in Raccoon City, a location introduced in the first game and featured throughout the series, and follows a new character as they unravel the truth behind the Raccoon City Incident, a virus outbreak that shocked the world. While retaining the essence of survival horror, including combat, exploration, and puzzle-solving, this game now offers two modes that allow

users to choose their playstyle: first-person and third-person perspectives. Capcom is constantly working to deliver addictive horror with advanced graphics and immersive experience.

### Leveraging the potential of Resident Evil toward the next stage

There were many hurdles to overcome in sustaining the series for 30 years. The challenges were numerous, including the relentless pursuit of quality, the rapid development of titles in line with management strategy, responding to diversifying platforms, and a promotional strategy aimed at the global market.

We have responded to these challenges by strengthening our technology, quality control, and development system, including RE ENGINE, as well as by collaborating with business divisions such as the marketing



Like the first title, the setting is the fictional Midwestern United States city of Raccoon City. Devastated by the government’s sterilization operation, the ruined city is depicted in photorealistic detail.

team. Furthermore, we are training the next generation of game developers to bring future *Resident Evil* titles to the world. Creators with fresh sensibilities will give life to new forms of fear as we continue to challenge ourselves to capture the imaginations of fans—both long-time and new—in markets around the globe.

### 30 years of Resident Evil

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| <p>1996</p> <p><b>Resident Evil</b></p> <p>It all started here. Players attempt to escape from a mansion on the outskirts of Raccoon City.</p> | <p>1998</p> <p><b>Resident Evil 2</b></p> <p>Players have to survive in a zombie-infested city after the Mansion Incident. The game established the series reputation with a detailed story.</p> | <p>1999</p> <p><b>Resident Evil 3 Nemesis</b></p> <p>A title that pursues a realistic worldview and exposes players to the terror of being constantly chased.</p> | <p>2002</p> <p><b>Resident Evil 0</b></p> <p>This story depicts the events that took place on the eve of the Mansion Incident from the first title, <i>Resident Evil</i>.</p> | <p>2005</p> <p><b>Resident Evil 4</b></p> <p>A complete revamp of the game system, this title introduced over-the-shoulder third-person perspective to enhance the action.</p> | <p>2009</p> <p><b>Resident Evil 5</b></p> <p>Set in Africa, players fight bioterrorism against a backdrop that contrasts good and evil.</p> | <p>2012</p> <p><b>Resident Evil 6</b></p> <p>Players experience a global bioterrorism outbreak through four standalone stories.</p> | <p>2017</p> <p><b>Resident Evil 7 biohazard</b></p> <p>A VR-compatible new <i>Resident Evil</i> experience with greatly improved graphics thanks to RE ENGINE.</p> | <p>2019</p> <p><b>Resident Evil 2</b></p> <p>A remake of <i>Resident Evil 2</i>, bringing back the horror of 20 years ago with the latest technology.</p> | <p>2020</p> <p><b>Resident Evil 3</b></p> <p>The second remake, featuring a deep story and action.</p> | <p>2021</p> <p><b>Resident Evil Village</b></p> <p>A sequel to the seventh installment. Players enjoy horror and battle-driven action set in a crazed village.</p> | <p>2023</p> <p><b>Resident Evil 4</b></p> <p>The third remake. A masterpiece that updates the appeal of the original with the latest technology.</p> |
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