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Resident evil 7 review pc

Game Info Platform Win, PS4, Xbox One Publisher Capcom Developer Capcom Release Date January 24, 2017 With Resident Evil 7, Capcom proved me wrong about the Resident Evil franchise. Resident Evil 6 was a game wildly out of touch with its fanbase; this beloved horror series has struggled for relevance ever since. It had a couple of solid HD remasters, and the Revelations spin-off series remained strong, but the disaster of the last major entry in the series remained. It got so bad for me, a resident evil fan from Resident Evil 2 in 1998, that I essentially admitted defeat. In my review of the 2015 resident evil revelations 2 episode, I said the game provides a roadmap on where to take [the series] next – but this seemed like a concession, rather than something truly revealing. It wasn't ambitious or particularly scary, but at least it wasn't bad. Damn it, this seemed like the best I could hope for from Resident Evil. I was wrong. Now, just over four years after Resident Evil 6, Capcom's new numbered game in the series is more than just a return to form. Resident Evil 7 capably demonstrates that, given the right mix of pressure and time, Capcom still has a unique narrative and design space to explore in what is by far its most popular - and commercially successful - franchise. You don't need to be invested in 20 years of backstory to jump into this resident evil 7 game features Ethan Winters, a milquetoast protagonist whose search for his missing wife takes him to the Louisiana bayou. Once there, Ethan finds himself kidnapped and tortured by a family of cannibal killers known as Baker. Both in the specifics and general tone of its seemingly autonomous history, much of Resident Evil 7 is a departure from the zombie outbreak roots of the series in general. I won't ruin whether or how RE7 might eventually bind to the largest resident evil universe, but I'll say so much: you don't need to be invested in the 20 years of backstory that exist to jump into this game. Capcom doesn't require a resident evil degree in tradition to jump into Resident Evil 7, but there are echoes of the series' history within it. Dulvey, Louisiana, is not Raccoon City, but as with the first Resident Evil, RE7 takes place inside and around a single large house. A huge part of the game's 10-12 hours is devoted to exploring the Baker residence — and not only exploring it, but also getting to know it. I had to scour every corner of the house for resources. I had to memorize secret passages and figure out which doors I could hide behind, and which corridors could get me to safety faster. This last requirement is remarkable, because no Resident Evil game since the first did a good job as RE7 in making me feel scared and powerless. Ethan's not a force officer, or a police officer; he's just a normal guy with no particular combat skills. When enemies begin to spring up in baker's house -- both the Bakers themselves and some other opponents -- often Ethan's best tactic is simply to run like hell. The more I memorized the layout of the house and surrounding areas, the more likely I was to avoid and protect myself beyond the bad guys without wasting precious and rare ammo and healing items. Of course, there are ammo, because there are guns, and combat is an option. Every weapon you acquire in RE7 looks different, and most importantly, anything beyond the standard gun looks powerful. When you detonate a villain with a shotgun or fire a spray of machine gun bullets, it has a very clear and visible impact. Head shots, in particular, are both extremely satisfying and damn necessary to take out most enemies without throwing away tons of bullets. The approach to combat is fairly standard for Resident Evil - though more to the side of limited and difficult fights, such as early games, rather than constant fights like in Resident Evil 4 to 6 - but RE7 presents at least one major controversial change for the series: it's now first-person. Some fans have denounced this change as further evidence of Capcom's loss, but it couldn't be further from the truth. The transition to the first person brings Resident Evil 7 closer to its roots than the series in more than a decade. While a fully controllable first-person view is very different from the third-person static cameras of old-school RE games, it shares with them a key element: a limited perspective. Resident Evil 7 further limits this perspective by making the turn speed very slow. This adds a huge amount of tension as you explore. In the original Resident Evil games, you might be cautious because a corner of the room was obscured and you didn't know if an enemy was hiding there. In RE7, you have to be cautious because you never know if an enemy has slipped into the room behind you, or if there is any creature climbing down the aisle to your right. If we turn to control, you may suddenly find yourself blinded by an attack from in front of you. Those who play the PlayStation 4 version of Resident Evil 7 – as we did for this review – will have the chance to play through the virtual reality game using the PlayStation VR headset. I tested this mode for a short time, and while there's something wonderful about being pulled into this creepy world more comprehensively, able to look around every detail and get closer to the monstrosities of the game, I found it a less ideal way to play. The main problem I encountered while playing Resident Evil 7 in VR was quite common for technology: it made me feel dizzy. Moving around the game while standing still in real life was a disorienting process. In addition to that, I have specific images in the game much darker and muddier in VR. For example, a photo I collected and examined seemed completely normal in normal gaming, but it was impossible to distinguish in the added darkness of PlayStation VR headsets. To Capcom's credit, the implementation of the VR option is user-friendly and and that you may be uncomfortable using it for long periods of time. VR mode is an option that you can browse and turn off at will in the menu; does not require a separate playthrough or even restart of the game. If you're curious about trying it out, I'd suggest switching to VR during one of the slowest exploratory sections, where you can really get the vibe; just be ready to trade back if you feel like you might fall. Resident Evil 7 boss fights are by far the worst part of the game. This constant tension is compounded by the game's sparse and gruesome audio. The Baker house creaks constantly, full of strange noises that left me terrified of what might wait beyond next door or around a nearby corner. Was it a sound announced just a tree branch hitting the side of the house? Or is one of the Baker family about to break through the wall and threaten to cut off my head with a shovel? These noises merge with small movements seen from the corner of my vision, shadows extending across the wall, horrors stretched out to come. It's extremely effective stuff, helped from that point of view firsthand. However, not everything is different. RE7 falls prey to one of the long-lasting weaknesses of the series. Resident Evil 7 contains only a handful of bosses, but they are by far the worst part of the game. These encounters break the otherwise perfect tension and rhythm of the rest of the experience. By necessity you are given tons of ammo and healing items in view of each boss fight, because these larger enemies are invariably bullet sponges, sucking entire dry clips from your gun before finally falling. Worse, the wonderful feedback featured in most of the other battles in the game doesn't really exist here; in numerous boss fights, I wasn't entirely sure if I was hurting the boss or how much, because the game doesn't make it clear. These frustrating moments wouldn't be that remarkable, except that the rest of the level design and pace of the game are so smart and well done. Stealth and survival elements are captured in a constant war shot with short stages of empowerment, where you have enough saved supplies to enter and attack every enemy you come across. This is a tenuous balance that few games manage, but Resident Evil 7 finds it and, outside of those boss fights, walks the line flawlessly. The back and forth between slower low-power segments and faster fights creates the feeling that the game really mixes things up every 20 or 30 minutes, which means it never allowed me to get bored. Resident Evil 7 takes the series in some amazing new directions that I would have been pleasantly surprised by much less than Resident Evil 7 leads to bear. I would be satisfied, I was excited not to hurt. But the Resident Evil series has thrived for over 20 years in part because of a willingness to change the franchise, to change with the times. Resident Evil 7 changes, in particular the firsthand -- may be off-putting to some. But it is an evolution that fits perfectly into the world and the material of origin that Capcom has created. It's hard to know if Resident Evil 7 will stand the test of time as much as classics like the original, or RE4. Taken alone, however, it is an excellent game that pushes the series in new worthy directions. Resident Evil 7 was reviewed using a retail copy of PlayStation 4 of the game provided by Capcom. More information about Polygon's ethics policy can be found here. About Polygon reviews

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