



## Review Resident Evil 2

### Capcom

Capcom's historic title returns improved for PlayStation 4 and Xbox One. Resident Evil 2 came out in 1998 and marked a before and after in the history of video games. Now it returns with a lot of improved aspects that at times make you forget the years that passed from the original launch

In 1998 Capcom revolutionized the universe of **games and applications**. Nothing would be the same after the release of **Resident Evil 2**. The events surrounding the virus that hit Raccoon City would be one of the most popular stories in the world of video games. So much so that since its first launch in 1996 more than 30 titles were produced and several films were released around the franchise created by the Japanese company.

**Playing Resident Evil 2** was a high intensity experience that marked the lives of an entire generation of gamers. The proposal brought a very real game mode that scared minute after minute. The horror, terror and survival effect reached a stage of development that was unique and novel for its time.

After more than twenty years Capcom gives us back the opportunity to live the terrifying experience with the possibility of downloading **Resident Evil 2** for PlayStation 4 and Xbox One.

As in the original, the player can choose the character they want to embody (Leon or Claire), however, the scenarios of the two heroes differ significantly and offer alternative versions of events based on the player's actions. The characters have their helpers. It is the spy agent Ada Wong, who is looking for Umbrella and Sherry Birkin, the daughter of one of the scientists.

In the new installment, the number of zombies on the screen was increased and the action of the burning streets of the city was enriched, which caused a greater intensity of actions than before. Players can also visit places like the police station, canals, or Umbrella's lab. The core of the game remained unchanged in Resident Evil 2, so we followed the action from a third-person perspective. The fun in Capcom's production is divided into two basic elements: solving sophisticated logic puzzles and fighting zombies and other mutants. Depending on the choice of character, you can count on a diverse arsenal. In the menu, the player can check the health of the heroes, use medicines to heal wounds, assign weapons or combine some items. The condition of the heroes can also be determined directly in the game. The greater the damage, the slower the person moves, lays to the side, or begins to limp. Excess items can be stored in special cases, and the state of the game is saved by typewriters using the coloring tapes found during the game.

One of the **advantages of Resident Evil 2** is that its **new version** seems to be a totally new game. The remastering of the graphic section is perfect and conforms to the technology of the powerful Sony and Microsoft consoles. Although some details could have been improved, we must not forget that this is a game that came out in the late 90s. If we can keep that in mind, we will be surprised by the product we have in our hands. Now, if we sit down to live the Capcom experience with the eyes of the 2020 gamer, we will find logical flaws. The soundtrack could be better, the story lines are somewhat similar to each other, some graphics show the occasional flaw, etc.

The gameplay has also been adjusted in a correct way and the confrontations with the fearsome zombies are very good. We will even have the option to play the title in what is called hardcore mode which makes the task much more difficult. In this alternative we will have much less control points to save the game as it happened in our old PlayStation 2.

Capcom offers us a delivery that anyone who is a fan of video games can not miss. It is a classic that, although it may have elements that have remained old to this day, it marked the way and the bases for many deliveries that came out

later. The company did a great job to bring Resident Evil 2 back to next-generation consoles with a much improved graphic development that makes it seem that the game did not have years.  
If you want terror, adventure, survival and experience a part of the great history of video games, you cannot miss the experience of playing **Resident Evil 2**.

Pros	Cons
<ul style="list-style-type: none"><li>- Graphics adapted correctly.</li><li>- It is a classic that marked the history of the industry.</li><li>- At times it seems like a completely new game.</li><li>- Terror and survival in extreme mode.</li><li>- Excellent story.</li><li>- A very real experience.</li></ul>	<ul style="list-style-type: none"><li>- Music could be better.</li><li>- Some elements of the story no longer work as 20 years ago.</li><li>- Riddles can be difficult.</li><li>- Not suitable for people who are easily scared.</li></ul>

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