

Peeking around a corner in PSVR mode to find this guy waiting is a heart-stopping moment you will never forget.



[FILM]

## Resident Evil 7: Biohazard

E42 // PS4, PSVR, XBI, PC  
// STUDIO, CAPCOM

It's the moment we've all been waiting for – Resident Evil is back, and it's better than ever. Resident Evil 7: Biohazard is a chilling new tale which sees the series return to its survival horror roots. Overblown action sequences and hordes of zombie foes are no more. Instead, the horror is more personal than ever – you never know what's around the corner, and with a distinct lack of firepower and extremely basic combat skills, every fight is a matter of life and death.

Let's put it another way – it's way better than Resident Evil 6.

What's it all about? Well, Resident Evil 7 introduces a handful of new characters, taking the story away from the series regulars and into new territory. Ethan Winters isn't a soldier. He doesn't carry a big gun. In fact, Ethan starts the game with no weapons at all. After receiving a mysterious e-mail from his long-missing wife, Ethan heads off to a remote plantation in the eerie depths of Dulvey, Louisiana in a last-ditch effort to find out what happened to her. But things don't exactly go according to plan, and after a brush with the incredibly creepy Baker family, Ethan is forced to fight for his life... while the Bakers are keen to 'welcome' him to the family.

It's not quite the homecoming Ethan was expecting, but one that Resident Evil fans have been waiting eagerly for. The Resident Evil series has been drifting away from the gripping tension of survival horror for a long time, and by Resident Evil 6, the previously-terrifying saga had become more about blasting hordes of zombies than experiencing true terror. Thankfully, that all changes in Resident Evil 7 as its terrifying plot and gruelling survival gameplay brings it all back to its horror movie roots.

“PLAY OUT THE ENTIRE TERRIFYING EXPERIENCE AS IF YOU WERE REALLY THERE”

Sure, you can see the influences a mile off – The Texas Chainsaw Massacre is a big one, with clear Blair Witch vibes in some of the early segments. But it doesn't feel stale. Instead, those familiar horror tropes breathe new life into the Resident Evil franchise, forcing you to outwit increasingly devious (and supernaturally strong) opponents... often with nothing more than a pocket knife. There are familiar elements, too – a strong sense of puzzle-solving underpins the scarier moments, although it sometimes defuses the tension a bit. There are even some 'boss' fights, as well as a creeping hint of how the game ties into the larger series.

Just don't expect to go on a zombie-killing rampage. It's not that kind of game. Instead, the tension is real, the fear is dialled up to 11, and with everything in first-person for the first time in the series, it's a far more personal journey through the horrors and jump-scares that you expect in a Resident Evil game. Oh, and if you've got PlayStation VR you can strap on your headset and play out the entire terrifying experience as if you were really there. Just make sure you have a spare pair of pants! This is an incredible experience.

Resident Evil 7: Biohazard is a stomach-churning return to form. It's terrifying. It's chilling. Most of all, it brings new ways to experience the real terror that Resident Evil lost in recent years. **GM**

★★★★☆