



AUTHOR'S NOTES:

It is inevitable that with a series of this immense size and with so many different writers involved, the occasional mistake and inconsistency crops up from time to time. Some official materials have Raccoon City blowing up on October 2nd rather than October 1st, some have the Progenitor Virus discovery as 1967 rather than 1966, and some have Alexander Ashford disappearing in 1982 rather than 1983. These are just a few examples of mistakes that were written then copy and pasted into other sources and subsequently gained a bit of traction. Thankfully however these errors are outnumbered by numerous other sources that can help us identify the mistakes and correct them accordingly. We must also address the thorny issue of mistranslation and localisation errors. Make no mistake, Resident Evil has fallen foul of many an error throughout the years, leading to some frankly hilarious blunders and story points that just make no sense. In years past I used to be very strict about such things and almost dismissed the English versions completely, however in recent times I have mellowed somewhat. I have looked deeper into the localisation process at Capcom and have learned a few things and come away with a newfound appreciation for why it is so important. Literal script and file translations seem so stilted and it is important they are reworded to read more naturally, even at the expense of some original content. Therefore, for this document I have retained most of the English files and script, reverting only to the Japanese when there is a clear error or loss of context. Morgan Lansdale incorrectly being labelled as chair of the National Wildlife Protection Committee rather than National Biological Defence Director is just one example of how far these errors can go. However, for the most part, the English translations are fine, and the story can be understood perfectly well if you are not too bothered about the finer details.

THE GAMES:

Rather than quickly gloss over the events of the games, I took the time to write detailed summaries as there are many hidden story elements within the environmental descriptions and the dialogue between the characters. Again, I am not trying to teach you how to play the games, and you will no doubt find as you read that my route round the Arklay Mansion probably differs somewhat significantly to your own, but I have endeavoured to include all the 'canonical' routes and choices made that impact the story in later titles. Games like RE1 and RE2 in-particular have a less defined canon than later, more linear games. Does it matter if Richard Aiken is killed by The Yawn or The Neptune? Not really as the only canonical outcome is that he dies regardless. It matters not what choice you make as the outcome is the same, and that goes for most decisions in the first game. The only key aspect is you could argue that Rebecca is the one to activate the self-destruct mechanism over Wesker as this allows for a smooth transition into Umbrella Chronicles Rebirth scenario.

For Resident Evil 2 I roll my eyes somewhat when people still suggest even now that the literal canon is Claire A/Leon B, when in fact it is a hybrid of all four scenarios, as outlined by the game's director Hideki Kamiya. Yes, the main structure in terms of plot follows Claire A/Leon B because Sherry must get infected etc, but elements from Leon A/Claire B are also important. Umbrella Chronicles shows us Ada acquires a G-Virus tissue sample from Birkin rather than Sherry's pendant - this can only happen in Leon A. Likewise a file in Darkside Chronicles shows Leon was the canonical character who met Robert Kendo in his store - again Leon A. In the movie Degeneration, Claire flashes back to a unique encounter with G-Birkin, that only happens in Claire B. There are other examples, but this gives you a flavour of how the canonical scenario for RE2 is a mixture of all four scenarios, rather than just Claire A/Leon B. Much like the first game, the literal canon cannot be played out by the player. But I have tried my best to craft such an experience in these write-ups.

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Resident Evil 3 is largely the same. The live selection choices are mostly irrelevant as the canonical outcome is the same. Even the ending with Nikolai - whether you choose to have him escape or die, the outcome doesn't really matter from a canonical standpoint because he is never seen nor heard from again regardless. A lot of this stuff really comes down to the player's own interpretation.

Whilst I am a big fan of supplementary materials, I believe the games themselves should always take precedence. Whatever happens in the games is gospel I believe and if something in a game contradicts with a piece of supplement material, then it is the supplement that must be discarded. That is the rule I go by. Likewise, the Umbrella Chronicles retellings are invalidated by the literal games they are based on.

WHAT ISN'T INCLUDED

Biohazard The Beginning, Biohazard 4D Executor, Biohazard Gaiden, Biohazard Drama Albums, Biohazard: Strange Beast of the Northern Sea, Biohazard Voice of Gaia, Biohazard Valiant Raid, Biohazard 7 Walkthrough the Fear, and Biohazard The Experience. The basic reasons range from incomplete translations, to contradictions, to simply not being intended to be canon in the first place. Again, I am not trying to dictate canon, this is just my personal opinion and all may be reviewed at a later date. Operation Raccoon City is not canon, but I included it simply because the game has a large cult following and I wanted to show where it could theoretically be placed. I may do the same for the above titles in a future update.

A WORD ON THE REMAKES

The remakes of Resident Evil 2 and 3 are a difficult subject to discuss in terms of their canonical relevance. At the time of writing Resident Evil 3 is yet to be released but RE2 took a more streamlined approach in its retelling and the overall game was much more of a reimagining than a remake with some creative liberties taken. Capcom have since gone on record to say the original games take precedence in terms of story and it is a stone-cold fact that every subsequent sequel is based around the events of these original games. However, I do not believe the remakes are completely non-canonical and I see them as something that can sit alongside the original and overlay the new elements on top of the old. But there are also many who dismiss this notion, and also those who view the remakes as taking precedence over the old. When writing a canonical timeline this presents something of a headache. Therefore, I have decided not to include any element of the 2/3 remakes in this version of the timeline. That way purists can enjoy the 'prime timeline' if you will. But to compensate I intend to write an 'alternative 1998' section in which the remakes and their events take precedence. That way people are free to choose which version they prefer and hopefully this will avoid a lot of unnecessary fallout. Once Resident Evil 3 remake hits and we can see the full Raccoon City storyline in remakeverse - then we will have a better picture of its overall importance.

SOURCES:

So where are the sources you might ask? How can you write 2700+ pages without any citations to back up your conclusions? Well they are there, albeit difficult to add to a document of this type and size. Several iterations of the timeline had sources and citations included, but eventually they had to be removed as the citations list was taking up a majority of each page and it all just looked a bit of a mess. I really wanted pictures and artworks so people would not be drowned out by the reams and reams of text, so they were kept at the expense of the citations. I did flirt with adding an index for each section, but this would have just added another year of delay and this project has been delayed enough. I aim to have something in place for a future update. But as for what I have used:

THE **RESIDENT EVIL MYTHOLOGY**



MISC:

Wesker's Report
Wesker's Report II
Wesker's Extra Report
Resident Evil/Biohazard Archives
Resident Evil/Biohazard Archives 2
Biohazard AD ARTS
Biohazard: The Catalysis
Biohazard: The Elements
Another Side of Biohazard
ResidentEvil.Net/Resident Evil Recollections
Club '96 files
The True Story behind Biohazard
Biohazard Stamp Collection (timeline)
The Raccoon City Case Files

RESIDENT EVIL ZERO:

Biohazard Zero Kaitai Shinsho
Biohazard Zero Perfect Capture Guide

RESIDENT EVIL:

Biohazard: Inside of Biohazard Director's Cut
Biohazard V-Jump Guidebook
Biohazard Official Guidebook (Sega Saturn)

RESIDENT EVIL REMAKE:

Biohazard Rebirth Kaitai Shinsho
Biohazard Rebirth Official Capture Guide
Biohazard Rebirth HD Official Guidebook
Biohazard Official Navigation Book

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RESIDENT EVIL 2:

Biohazard 2 Official Guidebook (Dual Shock)
Biohazard 2 Perfect Capture Guide
Biohazard 2 Prologue of Terrors
Research of Biohazard 2 Final Edition

RESIDENT EVIL 3:

Biohazard 3 Perfect Capture Guide
Biohazard 3 Official Guidebook - Complete Conquest of Nemesis
Biohazard 3 Official Guidebook - Fulfilment of her Escape

RESIDENT EVIL GUN SURVIVOR:

Biohazard Gun Survivor Official Guidebook

RESIDENT EVIL: CODE VERONICA X

Biohazard Code Veronica Kanzerban Kaitai Shinsho
Biohazard Code Veronica Perfect Capture Guide

RESIDENT EVIL: GUN SURVIVOR 2: CODE VERONICA

Biohazard Gun Survivor 2: Official Guidebook

RESIDENT EVIL DEAD AIM:

Biohazard Dead Aim: Official Guidebook

RESIDENT EVIL OUTBREAK:

Biohazard Outbreak Perfect Capture Guide

RESIDENT EVIL 4:

Biohazard 4 Kaitai Shinsho - revised edition
Biohazard 4 Official Guidebook
Biohazard 4 Perfect Capture Guide
Biohazard 4: Incubate
Ada's Report

RESIDENT EVIL OUTBREAK FILE 2:

Biohazard Outbreak File 2 Official Guidebook

RESIDENT EVIL UMBRELLA CHRONICLES

Biohazard Umbrella Chronicles Official Guidebook
Biohazard Umbrella Chronicles: Art of Arts
Biohazard Umbrella Chronicles: Side A/Side B
Biohazard: Prelude to the Fall

RESIDENT EVIL DEGENERATION:

Resident Evil Degeneration: Visual and Scenario Archive
Angela's Report

RESIDENT EVIL 5:

Biohazard 5 Kaitai Shinsho - revised edition

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The Art of Biohazard 5
Adam's Blog
B.S.A.A. Remote Desktop
Famitsu Biohazard 5 blog

RESIDENT EVIL DARKSIDE CHRONICLES
Biohazard The Darkside Chronicles Official Guidebook
Inside of Biohazard The Darkside Chronicles
Darkside Report

RESIDENT EVIL REVELATIONS:
Biohazard Revelations Unveiled Edition Official Guidebook
Biohazard Revelations Navigation and Art Book
Biohazard Revelations Official Artworks
Jessica's Report

RESIDENT EVIL OPERATION RACCOON CITY:
Inserted Evil Files

RESIDENT EVIL DAMNATION:
Las Plagas: Organisms of War
Biohazard Damnation Novelisation
Biohazard Damnation Digital Artbook

RESIDENT EVIL: THE MARHAWA DESIRE
Biohazard: Marhawa Reports

RESIDENT EVIL 6
Biohazard 6 Official Guidebook
Biohazard 6 Story Guide
Biohazard 6 Graphical Guide
Residentevil.net - extra files

RESIDENT EVIL REVELATIONS 2
Biohazard Revelations 2 Ultimania
Biohazard Revelations 2 Digital Concept Guide

RESIDENT EVIL UMBRELLA CORPS
Biohazard Umbrella Corps Official Guidebook
Biohazard Umbrella Corps Battle Operations Manual

RESIDENT EVIL VENDETTA
Biohazard Vendetta novelisation

RESIDENT EVIL 7
Biohazard 7 Kaitai Shinsho
Biohazard 7 Inside Report
AWM01 Archives
Umbrella Arsenal System
SURVIVE Magazines #15/16

THE RESIDENT EVIL MYTHOLOGY

SPECIAL THANKS:

This document would not have been possible without the contributions and assistance from many talented individuals and websites from the Resident Evil community.

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Kurt Hammond and Stephen Li - double checking and agreeing to translate materials for a very reasonable rate and sometimes for free.

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The collective communities of The Horror Is Alive, Project Umbrella, Biohaze, and Crimson Head Elder for the engaging forum debates over the years and the supplementary material you have provided whether it be translations, artworks, texture extractions, and scans. I have had conversations with many people about practically every story point imaginable and each one of these debates has helped shape my thinking for this project. There are far too many people to mention individually but you all know who you are and you all have my thanks.

ABOUT ME:

I reside in the sunny UK and have been a fan of Resident Evil since 1997 when a trip to my local Blockbuster video to rent out Ace Combat 2 on the PS1 resulted in me coming home with Resident Evil instead. I have been an avid member of the Resident Evil online community for almost twenty years and worked for spells as a staff member for both Biohaze.com and ProjectUmbrella.net. I also co-founded The Resident Evil Podcast which is currently the world's longest running English language RE-themed podcast. Follow me on Twitter at TheBatMan @BSAAEurope.

FEEDBACK AND QUESTIONS:

Any comments, questions or feedback can be sent to team@residentevilpodcast.com. Alternatively you can contact me on Twitter, or join our discord (details below) where we have a dedicated timeline channel for discussion. All questions and queries will populate the FAQ.

USEFUL LINKS:

<http://www.residentevilpodcast.com> - official Resident Evil Podcast website

<http://projectumbrella.podbean.com> - official Resident Evil Podcast download archive

<https://discord.gg/BragkfC> - Resident Evil Podcast discord