



## INTRODUCTION:

Welcome to the Resident Evil Mythology; the most expansive chronological timeline available covering Capcom's best-selling videogame series. This is the fourth iteration of a document that originally launched on popular fan site Biohaze way back in 2006. Further updates followed in 2008 and 2009 before the project was put on hiatus after the release of Resident Evil 5. Since then the timeline has remained dormant, slowly being updated behind the scenes and eventually evolving into what you see before you now. The aim was to



provide a canonical summary of the entire series, so anyone hoping to find references to the Paul W.S. Anderson movieverse, the S.D. Perry books, Wildstorm comics, ARG, or things like Teppen and Biohazard Clan Master, then I'm sorry but this document may not be for you. I try to stick only to games and related materials presented by Capcom Japan. That's not to say other materials are not equally as valid and cannot be analysed and enjoyed, but I personally don't believe they have a place in the primary timeline.

I have been an avid Resident Evil fan since 1997 and although I still enjoy the games, I have always found the overall universe and storyline to be the most compelling aspect of the franchise. The genesis of this particular timeline can be traced back to the release of Resident Evil 3: Nemesis on the Sony PlayStation. I was still at school at the time and this was my pre-internet days. What made Nemesis unique was its interesting placement of being set both 24 hours prior to and after the events of Resident Evil 2. This planted a seed in my mind of using a school exercise book to list all the files from both games in their correct chronological order to help me better understand the storyline. I then transcribed the files and read them in sequence. This was something of an epiphany for me and provided a whole new perspective on the Raccoon City saga. I then naturally added the files of Resident Evil 1 into the mix and needless to say, after that I was obsessed. In later years when I joined the online Resident Evil community, I saw that others had made similar endeavours. Marco Cavanagh's *'Resident Evil Chronology'* and S.T.A.R.S. TyranT's *'Ultimate Resident Evil Timeline'* were two such influences that inspired me to craft my own take on the complete events of the series. Thanks to Biohaze I got my chance. I was pretty pleased with the end result and after several years of updates it felt a natural time to stop in 2009 after Resident Evil 5 had seemingly concluded many long-standing plotlines involving Spencer, Umbrella and Albert Wesker.

It was later that year when whilst engaged in the forums, I took the decision to purchase a number of Japanese biohazard books from a fellow member. At the time I was toying with the idea of being a collector and was pleased with my investment some weeks later when a large box arrived full of beautifully presented books with stunning artworks and reams of text I could not read. Out of curiosity I scanned a few pages at work and fed them through very primitive translation software and that was the moment I glimpsed an entirely new world. Clay Virus? What on earth was the  $\epsilon$  strain t-Virus? And what was this - a Biohazard 4 guidebook with two full pages dedicated to Ada's mysterious organisation and her connections to Albert Wesker? I could not believe it. Although many fans were aware of the Japanese side of the franchise and others were trying to raise awareness, this was the day I was personally introduced to *Biohazard*. I just could not believe the sheer amount of information that was on offer, including



information and sub-plots that were nowhere to be found in the equivalent Resident Evil games or their accompanying guidebooks. Since then, many dedicated fan sites and individuals have prioritised their time translating these materials and making them freely available to the masses. It was suddenly possessing all this information that inspired me to have another crack at the timeline. By that point Capcom had already progressed the series by releasing Resident Evil: Darkside Chronicles and I now had a treasure trove of new material at my fingertips.

All was progressing well when in 2012 there was an unprecedented amount of media released including Resident Evil Revelations, Operation Raccoon City, Resident Evil Damnation, Resident Evil 6 and the launch of The Marhawa Desire manga series. That was the equivalent of half a decade's worth of releases in nine months and from that moment on I was playing catch up. As time went on the document got ridiculously big and still more games and media were being released. At some point I began to feel stressed and somewhat overwhelmed by the project. Something that started out purely for fun had quickly turned into a crushing weight on my shoulders. I found myself coming home after a 10-hour shift at work and forcing myself to sit down and write for 2 hours otherwise I'd fall further behind with everything. It almost became a second job in many respects. The announcement of Resident Evil 2 remake was somewhat depressing on a personal level because it left me with the very real possibility of having to discard so much written material for the original RE2 if the new one was going to replace it canonically. Many times, I got fed up and I have to admit my fingers hovered over the delete button on more than one occasion. It may seem crazy, farcical even, to be that weighed down by something as insignificant as a writing project based on a fictional video game universe, but when you have put so much time and effort into something, no matter what it is, it quickly weighs you down. At the time the project was around 1500 pages long and although I felt like I was drowning, simultaneously the idea of discarding all that work was just sickening. Fortunately, I have been very lucky to have good friends in the online community who always provided the encouragement to keep going. Working on *The Resident Evil Podcast* also kept my enthusiasm going through the dark times, although it was frustrating that editing took most of my free time away from the timeline. But through thick and thin, people have stuck by me and it is thanks to them that you are able to read the completed project today.

The goal of this chronology was to tell the complete story and provide some kind of answer to practically any question one could think of. To that end, writing a basic timeline covering just the concrete facts and nothing else held no appeal to me whatsoever. I knew I would have to plug the gaps with some theory, but this was carefully educated theory after many long hours of research and source checking, rather than just random guesswork. I try to make it clear in the main body what is speculation and what is documented fact. I know I cannot please everybody, and many will disagree with my conclusions, but I still hope this chronology will educate and inform. Please remember this is simply my interpretation of events. I am not playing canon police, and everyone can interpret the series as they see fit. But hopefully you will take away a few new things and it might just aid your enjoyment of the games that little bit more when you play them. If that turns out to be the case than all the hard work was worth it in the end.

So step back once again into the world of survival horror. And good luck.

TheBatMan - March 2020.

