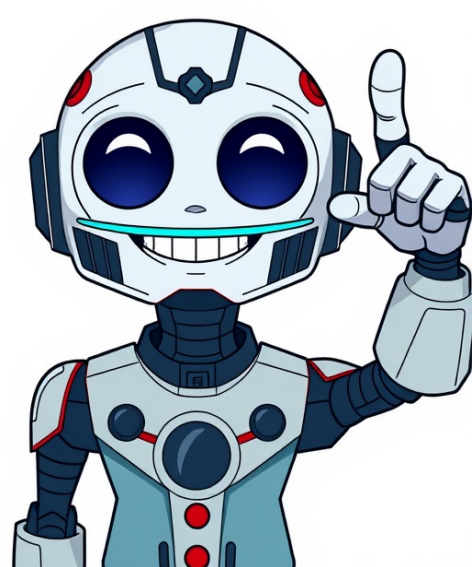


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For pre-orders payments will be taken automatically starting from 7 days before the release date if you pre-order lessthan 7 days before the release date payment will be taken immediately upon purchas PC Xbox One / Xbox Series X|S Standard Edition Gold Edition About Resident Evil 7 biohazard is the next major entry in the renowned Resident Evil series and sets a new course for the franchise as it leverages its roots and opens the door to a truly terrifying horror experience A dramatic new shift for the series to first person view in a photorealistic style powered by Capcom's new RE Engine Resident Evil 7 delivers an unprecedented level of immersion that brings the thrilling horror up close and personal Set in modern day rural America and taking place after the dramatic events of Resident Evil 6 players experience the terror directly from the first person perspective Resident Evil 7 embodies the series' signature gameplay elements of exploration and tense atmosphere that first coined "survival horror" some twenty years ago meanwhile a complete refresh of gameplay systems simultaneously propels the survival horror experience to the next level Configurations minimum* OS: WINDOWS 10 (64-BIT Required) Processor: Intel Core i5-4460, 2.70GHz or AMD FX-6300 or better Memory: 8 GB RAM Graphics: NVIDIA GeForce GTX 960 or AMD Radeon RX 460 DirectX: Version 12 Storage: 24 GB available space Sound Card: DirectSound compatible (must support DirectX 9.0c or higher) Additional Notes: Hardware specification target 1080P/30FPS . May requir reduction in Texture Quality settings or turning Texture streaming to OFF due to high VRAM requirements *Internet connection required for game activation recommended* OS: WINDOWS 10 (64-BIT Required) Processor: Intel Core i7-3770 3.4GHz or AMD equivalent or better Memory: 8 GB RAM Graphics: NVIDIA GeForce GTX 1060 with 3GB VRAM DirectX: Version 12 Storage: 24 GB available space Sound Card: DirectSound compatible (must support DirectX 9.0c or higher) Additional Notes: Hardware specification target 1080P/60FPS . *Internet connection required for game activation Less than 2,000 players have purchased Resident Evil 7 on the App Store Available on Apple devices since July 2, Resident Evil 7 biohazard is doing reeeeeeally bad so far . In fact the figures reported by Mobilegamer.biz are actually very worrying while the game has been downloaded free of charge more than 83,000 times fewer than 2,000 players have paid the \$19.99 price tag... Resident Evil franchise Similar products %% comment.date[fromNow]capitalize %% Game review score based on 399 reviews, all languages included Edit my review Review this game Cheapest seller of Re 7 I could find . Came with all DLCs and I came . The edging scene with Lucas made me sick to my stomach and gave me butterflies in my belly But besides that the game has enough content and its probably one of the better resident evil games 2024-01-22T22:53:32+0200 Resident Evil 7 Where Home Sweet Home turns into Home Scream Home! It's like playing hide-and-seek with zombies - you're it, forever . The Bakers well they redefine "hostileSurviving a Family Reunion: A Desperate Measure for Thrilling Experiences If you can stomach the chaos of a family reunion, you'll find that it's akin to surviving anything else in life - and even that might not be true. The atmosphere is often overwhelming, with immersive gameplay that puts you right in the thick of things. While some might prefer first-person gameplay for its intense nature, others may enjoy a more traditional approach. Either way, the story is engaging, making it difficult to put down your game console. However, there are a few drawbacks - limited enemy variety and an excessive amount of backtracking can become frustrating after a while. ##ARTICLEI have to admit, I didn't instantly get the button, so I had to type it out, XP. Unlike the town of genius, the village family's ambitions are more down-to-earth, and they brought their child to a rather unremarkable end. The Silent Hill franchise is all about flesh whose spirit has vanished, whereas Biohazard is an entertainment product with Silicon Valley-esque dialogue. Silent Hills keeps its plot under wraps, allowing players to fill in the gaps with their own interpretations, becoming accomplices in the process. Resident Evil, on the other hand, relies on B-movie tropes for unexplained events. This difference in approach makes the heroes' dialogue sound sacred in SH and gratingly familiar in RE. Are we more afraid of silence or laughter, the unknown or ourselves? Does a horror game even work if it doesn't evoke fear? I'm not wondering why people enjoy playing scary games; it's clear that such experiences stir emotions within us, something we need to feel alive. Some folks can't handle horror content and abruptly pause their games, while others are just not into it. That's perfectly fine - they don't need extra adrenaline. So, hello there, my friend, a seasoned gamer who prefers dryasdust experiences. We're here to find meaning in the unlikelyst of places: games. As a child, I didn't finish playing the first RE games due to sheer excitement; now, I see them as anime action. RE4's non-canoncity was initially jarring, but it seems like the most effective approach when more time is allocated for shooting and gameplay. After all, knowing exactly when something scary will happen eliminates the fear factor. The developers of old REs know every nook and cranny; would a game with such attention to detail also have a soul? Silent Hill's foggy cityscape allows players to introduce their own attitude, but now the franchise falls into the hands of a more ambitious director who fills the silence with his personal story. This can be seen as an independent film, but wouldn't Kojima supplant the game's experience with his narrative?! I feel like an extra at the RE7 dinner table - the family has flesh, but lacks soulful conversations. The big fucker chasing me is amusing, but the real challenge lies in finding secret coins during demos. These puzzles are a shame to see go, as they're no longer central to modern games. Looking for deals on Resident Evil 7: Biohazard? Check out the current prices and discounts on VGTimes, with sales up to -20% off. You can also purchase a copy of the game from your own store or become a partner to get new targeted customers. The Resident Evil 7: Biohazard Standard Edition RoW Steam CD Key is a game that can now be played on the go, thanks to its porting to iPhone/iPad/Mac. This game is considered very good and impressive, especially considering it's not just a port, but also includes menu options with touch controls. The addition of these features improves the quality of life for players. However, there are some minor complaints that players have raised. For example, the auto iCloud syncing can be a bit buggy, although manual syncing works fine. Additionally, there is no option to adjust graphical settings or limit frame rate, which could improve performance and reduce motion blur. Overall, the game has been found to be very stable with only a few minor bugs reported, including lip syncing issues in some cutscenes. The value for its price is also considered great, making it an impressive and scary experience.This Game may contain mature content including Frequent Violence or Gore and General Mature Content, we need your birth date to determine if you can proceed with playing. Please enter your birthday by choosing the month, day and year from the provided list. The game follows Ethan Winters as he explores the Baker family's abandoned estate in search of his missing wife Mia. The player can freely rotate the camera and interact with the environment to find items and navigate through the game world. As Ethan delves deeper into the estate, he confronts various members of the Baker family and humanoid fungal creatures called "Molded", which serve as formidable enemies. Ethan wakes up to find that Mia is infected with a mysterious ailment, which she claims can be cured with a special serum. As he sets out to retrieve the ingredients, Ethan discovers that his family and Zoe, who is also infected, are in dire need of help. However, their situation takes a dark turn when Lucas captures them and forces Ethan to navigate through a booby-trapped barn to reach them. ##ARTICLEIClancy was presented with moldy meals as part of an effort to convert him into one of them. In the bedroom scene, Clancy tried to find a way out while being checked on periodically by Marguerite, who eventually succumbed to his actions and he was able to unlock a hidden tunnel underneath the bed. However, Clancy's attempt at escape was thwarted when Lucas caught him, leading to events that unfold in 21. Clancy awoke in an unknown room with his left hand secured to a finger guillotine - opposite him, another man was similarly restrained, with his face concealed behind a burlap sack - referred to only as "Hoffman" by Lucas. A modified game of blackjack ensued, with the loser's fingers severed by the guillotines. Clancy ultimately emerged victorious but refused to concede, prompting another round. Lucas then subjected both men to a torture device that administered varying electrical shocks, increasing in intensity with each loss. Clancy won again after Hoffman suffered a seemingly-lethal shock, yet Lucas manipulated Hoffman's body using strings, only to declare victory and initiate a third round - a makeshift buzzsaw or bomb was used to threaten the loser. Despite Lucas' underhanded tactics, Clancy prevailed - Hoffman, revealed to be unconscious, regained consciousness just as he was decapitated. However, this only increased Lucas' admiration for Clancy, leading him to take Clancy away to participate in another game. The tape recordings from the main game confirm that Clancy met a tragic end within one of Lucas' deathtraps. In Daughters, which takes place on October 10, 2014, a tropical cyclone caused the SS Annabelle to vanish off the coast of Louisiana. Jack discovered an unconscious Eveline and brought her to Lucas' room, where he ordered Zoe to retrieve fresh clothes for her. However, when a lightning strike knocked out the power, Eveline vanished - Zoe searched for her and found Marguerite rambling in the bathroom before she suddenly became violent. Zoe restrained Marguerite and obtained rope, only to discover Jack attempting to drown her and then stabbing himself before dying. Zoe fled as Jack dragged Lucas towards the bathroom. Downstairs, Zoe encountered an apologetic Marguerite, who claimed that she had heard voices in her head. Marguerite handed Zoe the car keys and advised her to leave. If the player had completed optional objectives earlier, they could attempt to escape using the camper van trailer. However, if they used the car, they would confront Marguerite and Jack, with Jack ultimately killing Zoe. Alternatively, if they hid in the trailer, they discovered a letter from Mia thanking the Bakers for their kindness before noticing visions of Eveline. Zoe later regained consciousness at the dinner table, seemingly oblivious to the events that transpired - however, she soon began experiencing visions of Eveline. Meanwhile, BSAA agent Captain Chris Redfield teamed up with the reformed Umbrella Corporation, also known as Blue Umbrella, to apprehend Lucas Baker and uncover evidence about "The Connections," a mysterious group responsible for creating Eveline. After Ethan and Mia were rescued and sent away in a helicopter during the conclusion of the main story, Chris entered Lucas' lab in the salt mine, where he encountered one of Lucas' traps - a bomb attached to his wrist. Undeterred, Chris continued his pursuit, rescuing several captured Umbrella soldiers but ultimately succumbing to Lucas' traps. With time running out, Chris disabled the bomb by freezing it in liquid nitrogen and then battled his way through more of Lucas' traps before reaching the Connections research lab. There, he discovered that Lucas had killed all the researchers and planned to betray the organization - however, Chris cornered and shot him, stopping his mutation and the transfer of Eveline's data. With his mission accomplished and Eveline's infection contained, Chris returned to theZoe wanders into the swamp and is apparently killed by Eveline in an alternate canon story of Ethan crosses Mia instead. However, Umbrella soldiers find her body still alive, and they are ambushed by Joe Baker, Zoe's uncle. Initially, Joe believes Umbrella is responsible for Zoe's condition but a soldier claims they have a cure stored in a shack nearby. Joe finds the partial cure and returns to see the soldier killed by a Molded. He flees with Zoe on a boat but soon has to search for the base on foot due to being pursued by the "Swamp Man," an immortal Molded. Joe and Zoe find the abandoned Umbrella base, and they learn the cure is stored in a paddle boat nearby. Joe boards the boat, encounters the Swamp Man again, and finds the full dose of the cure. However, the Swamp Man captures Zoe before Joe can administer it. They are eventually reunited in an abandoned church where Joe gives chase to the Swamp Man, revealed to be Jack, who survived Ethan's injection. The game developers drew inspiration from The Evil Dead and decided to scale back the game to one location with a first-person perspective to immerse players and return the series to its survival horror roots. Development began around February 2014 on a custom game engine called RE Engine. Virtual reality (VR) development started in October 2015, which demanded more detailed textures discarding previous flat textures and object sizes. A year before the game's announcement, Capcom presented a first-person horror-themed VR demo named KI7CHEN at E3 2015 to evaluate their VR capabilities. The logo of KI7CHEN had the letter "T" resembling a "7," but it went largely unnoticed. The game was directed by Koshi Nakanishi, who led a development team of about 120 staff. This marked the first time in the series that the narrative designer was a westerner, Richard Pearson. At the time of the game's reveal, development was around 65% complete. Some creature models were created in physical form and scanned through photogrammetry to develop general assets but posed problems in researching Louisiana's setting due to equipment demand.The game's development was affected by its online features and microtransactions until Takeuchi joined and scrapped those plans. The score was composed by Akiyuki Morimoto, Miwako Chinone, and Satoshi Hori, with additional contributions from Cris Velasco and Brian D'Oliveira.[25] Its theme song "Go Tell Aunt Rhody" was written by Michael A. Levine and performed by Jordan Reyne. The soundtrack was released digitally alongside the game on January 24, 2017.[26] Capcom launched a 10-part video series in October 2016 to tease pieces of the game's contents.[28][29] A cross-save feature between Windows and Xbox One was confirmed in November 2016.[30] making it playable on both platforms through the Xbox Play Anywhere program.[31] The internal marketing team collaborated with iam8bit to produce an escape room called Resident Evil Escape Room Experience.[33] This was held at a gallery space in Echo Park, Los Angeles, and in London concurrently with the release.[34] Purchase of a GameStop-exclusive Collector's Edition included various items such as an eight-inch model of the Baker mansion that functions as a music box, a mannequin finger-shaped USB flash drive, a SteelBook case, a lithograph of the Baker family, and more.[35][36] The game was released on January 24, 2017, for PlayStation 4, Windows, and Xbox One in North America, Europe, Australia, and New Zealand, with Japan following on January 26.[28][41] Over 4.7 million players accumulated worldwide within the first year, with 750,000 of them being VR users.[43] The PC version used anti-piracy software Denuvo, which was hacked within five days.[44] A cloud version for Nintendo Switch titled Biohazard 7: Resident Evil Cloud Version was released in Japan on May 24, 2018,[45] and worldwide on December 16, 2022.[46] Capcom initially launched a teaser for Resident Evil 7, but it was later revealed to be a standalone experience with additional features not present in the main game. By July 2016, the demo had been downloaded over 2 million times and received updates such as the "Twilight Version" which introduced new rooms and items. The demo was released on Xbox One in December 2016 and PC in December 2016, along with a playable version called Lantern that showcased first-person narrative and found footage. The game featured several DLC packs including pre-order packs and bonus modes like Banned Footage, where the player controlled Clancy Jarvis, camera operator and abduction victim. The Season Pass included Banned Footage volumes, End of Zoe, and Recovery Kit. Resident Evil 7: Biohazard received widespread acclaim for its masterful pacing, harrowing boss fights, and a blend of horror and comedy reminiscent of The Evil Dead films. Critics praised the game's atmosphere, noting how it expertly crafted an anxious mood, often using sound design to amplify tension. Reviewers appreciated the narrative build-up, likening it to earlier games in the series for its efficacy. While some critics enjoyed the gruesome elements, others preferred the more cerebral approach to horror. The use of virtual reality added a new layer of immersion, making the experience even more frightening and realistic. Resident Evil 7: A Game of Mixed Praise Resident Evil 7 Surpassed Million Units Sold, Village Hits 10.5 Million Units By April 2017, Resident Evil 7 had sold 3.5 million units worldwide, short of Capcom's expectation of 4 million.[104] The game was doing good sales wise and Capcom gave it a lifetime sales forecast of ten million units, citing favorable reviews, marketing and downloadable content as contributing factors.[105] The game entered the top 10 of "Capcom Platinum Titles" that passed 1 million sold units. By September 2018, total sales reached 5.7 million,[106] which rose to 6 million by that December.[107] 7.5 million by March 2020,[108] 7.9 million by June 2020,[109] 8.5 million by December 2020,[110] and 9 million units by March 2021.[111] By June 2022, the game had sold 11 million units.[112] By March 2023, it had sold 12 million units.[113] By December 2023, it had sold 13 million units.[114] By November 2024, the game sold 14 million units.[11] By April 2025, it had sold 15 million units.[115] The game received critical acclaim in 2017 with 1st place for "Best Horror Game of All Time" and 6th place in the 25 Best Games of 2017 list at GamesRadar+[116][117] and 5th place at Business Insider.[118] Vulture.com listed it among the best video games of the year.[119] PlayStation Official Magazine - UK listed it as the fourth-best PlayStation VR game.[120] Entertainment Weekly ranked the game 3rd on their list of the "Best Games of 2017".[121] Polygon ranked it 5th on their list of the 50 best games of 2017,[122] and EGMNow ranked it 7th on their list of the 25 Best Games of 2017.[123] Eurogamer ranked it 14th on their list of the "Top 50 Games of 2017".[124] The Verge named it as one of their 15 Best Games of 2017.[125] In Game Informer's Reader's Choice Best of 2017 Awards, it came in the lead for "Best VR Game".[126] receiving the award for "Best VR Action" in their 2017 Action Game of the Year Awards.[127] The game won several awards including Japan Game Awards 2017 Award for Excellence Won.[133] The Game Awards 2017 Best Game Direction Nominated,[134] Best Audio Desig Nominated,[135] and SXSW Gaming Awards Excellence in SFX Nominated.[139][140] A sequel, titled Resident Evil Village, was officially revealed during the PlayStation 5 reveal event. The game was released on May 7, 2021. Set a few years after the events of Resident Evil 7: Biohazard, it continues the first-person perspective and follows Ethan Winters.[146] Resident Evil 7: biohazard was announced at E3 2016 for release in January 2017. The game is set in a rural area, and the player takes on the role of Ethan Winters, who is searching for his missing wife. ~ McWhertor, Michael (June 15, 2016). "Resident Evil 7's demo content won't be in the main game, but a new hero will". Polygon. Vox Media. Archived from the original on June 15, 2016. Resident Evil 7 Biohazard Supports Cross-Buy on Xbox One and PC Resident Evil 7: Biohazard ha sido anunciado para PlayStation 4, Xbox One y PC. Resident Evil 7 shows off DLC scares - Rock, Paper, Shotgun Resident Evil 7's New DLC Has One Of The Series' Best Puzzles - Kotaku Resident Evil 7's Second DLC Pack Is Out Today, Here's What It Includes - GameSpot Resident Evil 7: Gold Edition along with Not a Hero and End of Zoe DLC will release in December - GameSpot Free Resident Evil 7 DLC Chapter Arrives This Spring - GameSpot Resident Evil 7's free Not a Hero DLC delayed indefinitely - International Business Times Resident Evil 7's next DLC stars Chris Redfield - Polygon 'Resident Evil 7' Heads to Apple and iOS Devices July 2, 'Resident Evil 2' Coming Soon [Trailer] - GameSpot Many are calling Resident Evil 7 'the new Silent Hills'... but it's so much more than that - GamesRadar Resident Evil 7 Producer Explains What the Full Game Will Actually Be Like - GameSpot The Facts, Clues, and Theories of Resident Evil 7 - Shacknews 'Resident Evil 7' took just 15 minutes to creep me out - Engadget E3 2016: 13 Things You Should Know about Resident Evil 7 - IGN Resident Evil 7: biohazard for PC Reviews - Metacritic Resident Evil 7: biohazard for PlayStation 4 Reviews - Metacritic Resident Evil 7: biohazard for Xbox One Reviews - Metacritic Review: Resident Evil 7 biohazard - Destructoid Resident Evil 7: Biohazard review - EGMNow A Familiar Taste of Blood - Resident Evil 7: Biohazard - PlayStation 4 - Game Informer Resident Evil 7: biohazard Review - GameSpot Resident Evil 7 Biohazard Review: 'about as an essential a horror experience as you can get' - GamesRadar Resident Evil 7 Review - Giant Bomb Resident Evil 7: Biohazard Review - IGN Resident Evil 7 review - Polygon Here are the winners of the official PlayStation Awards 2017 - Destructoid Games of the Year 2017: The nominees - PC Gamer Destructoid's award for Best VR Game of 2017 goes to... - Destructoid Best of 2017 Awards: Best VR Experience - IGN Best of 2017 Awards: Best Xbox One - IGN Resident Evil 7: biohazard Ships Over 15 Million Copies Worldwide As A Hit Among Gamers The list of top games of 2017 is vast and varied, with several notable titles standing out from the rest. One game that made it to this esteemed list is Resident Evil 7: Biohazard, a survival horror game that offers an immersive experience for players. The game takes place six years after the events of Raccoon City and follows Leon S. Kennedy as he navigates through a terrifying world filled with monstrous creatures. Another notable title is Horizon Zero Dawn, an action role-playing game set in a post-apocalyptic world where humans live in tribes and must fight against robotic creatures. The game's unique blend of science fiction and fantasy elements makes it a standout title in the gaming industry. The Legend of Zelda: Breath of the Wild also received critical acclaim for its innovative gameplay mechanics and beautiful graphics. This open-world adventure game is set in a vast, beautifully rendered world filled with puzzles to solve and secrets to uncover. Some other notable titles that made it to this list include Super Mario Odyssey, a 3D platformer that showcases the artistic talents of Shigeru Miyamoto; The Legend of Zelda: Breath of the Wild's spiritual successor, Xenoblade Chronicles 2; and Final Fantasy XV, an action role-playing game with stunning visuals and a rich storyline. The year 2017 was truly remarkable for gaming enthusiasts, with a plethora of exciting titles that catered to diverse tastes and preferences. From survival horror to open-world adventures, there's something for everyone in this list. The President's Daughter: Ethan Winters' New Nightmare Unfolds in Resident Evil Village

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