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HowLongToBeatResident Evil 3 NewsLoad More PC, 18 MinsLooks pretty but annoying to playPC, 2 HoursPC, 3½ HoursPC, 3½ HoursPC, 2½ HoursPC, 2½ HoursPC, 2½ HoursPC, 2½ HoursPC, 2½ HoursPC, 2½ HoursPC, 3½ HoursPC, 2½ HoursPC, 
10 HoursIt's an okay game but I just can't see myself keep replaying this game. When it comes to survival horror and zombie action, Resident Evil titles have consistently been coming out year after year with new storylines and deadly virulent creatures for the iconic
characters to fight. And each varies in the amount of time it takes to complete a full run of the entire game, whether it be one straight campaign or multiple character scenarios. Some find themselves on the short side, but others can stretch out quite a while to prolong the terror. Below are the average times of numerous Resident Evil games, from the
earliest to the most recent. The game lengths for this article were sourced using howlongtobeat.com. Updated March 28, 2023 by Dennis Moiseyev: With the release of Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Resident Evil 4 Remake, it was time to give this comprehensive list of past Remake, and the give this comprehensive list of past Remake, and the give this comprehensive list of past Remake, and the give this comprehensive list of past Remake, and the give this comprehensive list of past Remake, and the give this comprehensive list of past Remake, and the give this comprehensive list of past Remake, and the give this comprehensive list of past Remake, and the give this comprehensive list of past Remake, and th
information, new additions, and visuals. Now making it on here in terms of completion time is also, rightfully, the Resident Evil 4 Remake. On the short end of the spectrum is the original 1998 version of Resident Evil 4 Remake. On the short end of the spectrum is the original 1998 version of Resident Evil 4 Remake.
elements found in the original game. The iconic camera angles, tank controls, and close-quarters encounters were all there. The sequel takes you away from an isolated mansion location and into the streets of Raccoon City and the iconic Raccoon City and t
as Claire Redfield, sister of S.T.A.R.S. operative Chris Redfield, a protagonist in the first game. The remake of Resident Evil 3 ended up feeling underwhelming to most due to it following the reverse issue of the second game, where it somehow became even
shorter to beat than the original 1999 version. The remake of Resident Evil 3 feels very cinematic, having many exhilarating set pieces with Jill Valentine and Nemesis throughout the gameplay. The game has some truly stunning graphics that showcase spectacular character models of the classic cast, but the runtime leaves more to be desired. The
original debut of Nemesis comes in at a half-hour longer than the 2020 remake. While Resident Evil 2 might have featured the first-ever stalker enemy in the form of Mr. X, Resident Evil 3 was the first game in the series to popularize that mechanic. The entire game was built around the titular Nemesis tracking and following you from room to room.
As you progress through the puzzles and missions, Nemesis gets more and more dangerous, eventually wielding the signature rocket launcher. Resident Evil 3: Nemesis also marked the return of Jill Valentine as a playable protagonist in the series. The game that started it all also finds itself on the short side of the scale. Clocking in at an average
completion time of seven hours, the original Resident Evil might be considered brief by today's standards. But considering its puzzles and mastery of the unique survival horror as a gaming genre, bringing with it iconic main
characters like Albert Wesker, Jill Valentine, and Chris Redfield. The intro is made in an FMV format with real actors portraying the pixelated in-game characters, and the mansion setting defined the title, Resident Evil. The Umbrella Chronicles isn't a main installment but rather a spin-off game with rail-shooter mechanics that recaps the stories of
Resident Evil Zero, Resident Evil, and Resident Evil 3: Nemesis. It was first made exclusively for the Wii to pair with the Wii Zapper that becomes an arcade-style gun holding the remote and nunchuck. The gameplay follows scenarios that showcase the most important sections of these classic Resident Evil 3: Nemesis. It was first made exclusively for the Wii to pair with the Wii Zapper that becomes an arcade-style gun holding the remote and nunchuck. The gameplay follows scenarios that showcase the most important sections of these classic Resident Evil 3: Nemesis. It was first made exclusively for the Wii to pair with the Wii Zapper that becomes an arcade-style gun holding the remote and nunchuck.
in which Jill and Chris hunt after Umbrella in Russia. Covering so many stories in a single game can sure eat up the time, but you can also play with a friend to help speed things along. As with The Umbrella Chronicles, The Darkside Chronicles follows the same format of a rail-shooter game with Wii Zapper compatibility. This one decides to recap the
story of Resident Evil 2, Resident Evil 2, Resident Evil 4. You can also play alongside someone else and shoot through the infected t-Virus hordes. It's a great option if you haven't had a chance to play through the
original sequel and Code: Veronica and the cutscenes are much improved and engaging. Even though it incorporates fewer games, it still features a lengthier playtime than its predecessor. Resident Evil Outbreak debuted in 2003 as a standalone game that explores the point of view of new characters during the Raccoon City outbreak, in between the
timeline of the second and third games. You have eight different characters you can play as, each with a unique set of skills, and it was the first title in the series to feature a co-op multiplayer gameplay style. The types of characters you could become have diverse backgrounds, from a waitress to a surgeon to a handyman and, of course, an RCPD
officer named Kevin Ryman. These folks have their own full plate of zombies in addition to one of the tallest Tyrants produced by Umbrella, Thanatos. Resident Evil 3, and
puts her back alongside her partner Chris Redfield from the original game. The setting brings you back to the familiar cruise ship environment previously used in Resident Evil: Dead Aim. The camera is positioned over the shoulder, as was made the series standard since Resident Evil 4. Door puzzles and keys are still a main part of the game, aside
from some zombie close-quarters action and new freakish mutated enemies from the t-Abyss Virus. The aquatic environment is a nice change, and you have a new scanning mechanic via a device called Genesis. For its remake of Resident Evil 2, Capcom decided to bring back the classic survival horror atmosphere of the original game while presenting
it with a fresh coat of paint in terms of lighting and graphics. The game likewise continues to adopt the same third-person, over-the-shoulder perspective instead of the fixed camera angles from the original. The two-and-a-half-hour longer runtime also fleshes out several portions of the game, making it an overall longer game to beat. Or maybe it's also
the amount of struggle you have with the game being hunted by Mr. X. 2017's Resident Evil 7 was a remarkable release in the mainline series, as it was the first game presented from a first-person perspective. And not only that, it introduced you to yet another
new protagonist, Ethan Winters. Biohazard marked a return to the survival horror roots based inside a residence, with its claustrophobia-inducing hallways of the Baker family home in Louisiana. It's a harrowing journey for Ethan Winters as he searches for his wife Mia, who's being held captive by the Bakers, who have been, you guessed it, turned
into Bioweapon pawns. The first-person perspective makes the experience more immersive, and the boss transformations get far more disturbing and grotesque here. Jill Valentine is one of the last remaining people in Raccoon City to witness the atrocities Umbrella performed. To stop her, Umbrella unleashes their ultimate secret weapon; Nemesis!
Also includes Resident Evil Resistance, a new 1 vs 4 online multiplayer game set in the Resident Evil 3? When focusing on the main objectives, Resident Evil 3 is about 6 Hours in length. If you're a gamer that strives to see all aspects of the
game, you are likely to spend around 20½ Hours to obtain 100% completion. Platforms: Amazon Luna, Mac, Mobile, Nintendo Switch, PC, PlayStation 5, Xbox One, Xbox Series X/SGenres: Third-Person, Horror, Shooter, SurvivalDevelopers: Capcom, K2, M-Two, RedworksPublisher: CapcomNA: April 3rd, 2020EU: April 3rd, 2020JP: 
3rd, 2020Updated: 1 Hour AgoAliases: Resident Evil 3 Remake, Biohazard RE:3 If Animal Crossing: New Horizons is the perfect game to play in self-quarantine during a pandemic, the new Resident Evil 3 remake is quite possibly the worst. This is a game that begins with live-action footage of a reporter saying "This pandemic has spread faster than
any disease in modern history," depicting burning buildings and chaos in the streets even before the zombies show up. It is not what I would describe as a relaxing escape. If you're of a similar disposition to the countless viewers who've been helping put things like Contagion in my Netflix recommendations, though, Resident Evil 3 might be just the
ticket. It's another blockbuster Resident Evil 7 centinue the revitalization of the franchise. Unfortunately, Resident Evil 3 can't quite live up to its predecessor. Last year's Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the franchise. Unfortunately, Resident Evil 9 centinue the revitalization of the revitalizatio
yet. Resident Evil 3 follows that same blueprint, but it ends up managing to feel both overly familiar and not familiar enough. Resident Evil 3 sees the return of original Resident Evil 3. Nemesis, a reference to the
iconic, unstoppable creature that pursues Jill throughout the game as she attempts to escape Raccoon City. That's very much still the defining feature of the latest version's plot. I really like what Capcom did with Jill's character in this remake. Her visual design is, shall we say, considerably less '90s, and her sarcastic, irritable personality feels
cathartic given both her situation and our own. Like its predecessor, the Resident Evil 3 remake script leans into the schlocky nature of its source material and comes out sounding far smarter and more confident. That's on full display in the phenomenal one-shot opening sequence, which begins with Nemesis attacking Jill in her collapsing apartment
building and ends with a spectacular flameout. Resident Evil 3 doesn't really let up from there. It's a much faster-paced game than Resident Evil 3 doesn't really let up from the environments aren't particularly creepy. I was expecting Nemesis to be more
of an ever-present threat, like Mr. X in Resident Evil 2, but its role is mostly limited to scripted jump-scare sequences and boss fights. Beyond a couple of additions like a dodge move, Resident Evil 3 looks and plays more or less identically to 2. On the technical side of things, that's not a bad thing; this is a visually stunning game, and Capcom
continues to do amazing work with its RE Engine. But with its RE Engine. But with its straightforward structure and reduced scope, Resident Evil 3 feels much less substantial. There's nothing like the police station in Resident Evil 3 feels much less substantial.
tends to rush you through its small, linear stages. It looks and plays like Resident Evil 2 but sometimes feels more like Uncharted. To some extent, this was to be expected. The original Resident Evil 3, after all, was also a more action-oriented game that focused on Jill and reused certain environments from 2. Capcom's shift in tone and design has been
mirrored here in the remake. But there are also things that didn't make it through. Resident Evil 3: Nemesis had several branching paths and different endings based on your decisions made in cutscenes, and those elements are totally absent here. That's particularly unfortunate given the remake's brief running time. Last year's Resident Evil 2 wasn't
a long game, either, but it was very replayable. In fact, you really had to play through several times in order to get the full story, with multiple protagonists, story paths, and game modes. This is not so much the case with Resident Evil 3, which I finished in around five hours my first time through. Another person with early access to the game told me
one of their later playthroughs took about a fifth as long. (I should note that, unlike a lot of games, this one does stop its timer whenever you pause, use the menus, or reload after dying. Steam tells me I spent closer to eight hours with Resident Evil 3 running before the credits rolled.) To be clear, Resident Evil is a series with a long history of
speedrunning, something Capcom often encourages with scores and unlockable rewards. I wouldn't hold 3's short length against it if there were good reasons to get to the ending more than once. As far as I can tell, though, there kind of aren't.Resident Evil 3 does include a separate asymmetrical 4-on-1 multiplayer game called RE Resistance, which
could add some longevity to the package. I haven't had a chance to check it out extensively, though, so I'd recommend waiting to see whether it takes off before considering it a selling point. It's tough to turn games like this into a success, as evidenced by the likes of Evolve. Resident Evil 3 is an entertaining, well-made game that brings one of the
series's less-heralded entries right up to date. But almost everything it does right was part of Resident Evil 2 as well, and many of that game's qualities are no longer present. Overall, the package is a lot less appealing. It feels more like an expansion to 2 than an entirely new game. That doesn't mean it isn't worth playing, but it does mean you should
know what you're getting into before pulling the trigger. Resident Evil 3 is out on April 3rd for PC, PlayStation 4, and Xbox One. Vox Media may earn commissions for products purchased via affiliate links. For more information, see our ethics policy. See More:
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warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. There's been a lot of discussion around the length of the Resident Evil 3 remake since it launched on April 3rd. While many are content with
its shorter length, others aren't too happy that it's roughly on par with the original. If you want to beat Resident Evil 3 for the first time on Standard difficulty, we suggest it would take you 5-6 hours in total. It's not a long game and it moves along at a breakneck pace, so it feels even shorter. If you want to collect everything, tick off all collectibles,
challenges and beat the game multiple times on different difficulties, we believe it would take you between 20 and 25 hours for full completion, or close to. Many players are able to get their times down to under two hours for full completion, or close to. Many players are able to get their times down to under two hours for full completion, or close to.
avoiding every encounter you can. It's also worth remembering that Resident Evil 3 has Resistance, a multiplayer mode where 4 survivors take on the Mastermind. While it's not the best offering out there, it's certainly fun enough and could net you some extra hours for your playtime. Unfortunately, however, there is no Mercenaries mode for
Resident Evil 3, so it does lose some of its replayability in that sense. It also has cut content, such as the infamous clock tower, though its omission does not hamper the length of the story too much. Resident Evil 3 is a mostly superb remake of
a horror classic with many clever spins on the formula and fluid, enthralling gameplay. I just wish there was more of it." - Resident Evil 3: How To Solve The Subway Office Route Puzzle (All Jewel Locations) Some of the coverage you find on
Cultured Vultures contains affiliate links, which provide us with small commissions based on purchases made from visiting our site. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the
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Launch Trailer Resident Evil 4: Gold Edition - Launch Trailer Resident Evil 3: Nemesis was released. August 27, 2024: The GOG port of Resident Evil 2 was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. August 27, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was released. June 26, 2024: The GOG port of Resident Evil 3: Nemesis was 
GOG port of Resident Evil was released. April 4, 2024: The eleventh chapter of the Biohazard: Death Island manga was released. February 9, 2024: The Gold Edition of
Resident Evil 4 remake was released. February 1, 2024: The Gold Edition of Resident Evil: Infinite Darkness - The Beginning was released. January 19, 2024: The ninth chapter of the Biohazard: Death Island manga was released. Outdated information? Click here to edit it!
Our Social Media Did You Know? ...that the Umbrella Corporation is a "konzern" conglomerate? ...that in the DeCandido series of novels, Jill Valentine is Jewish? ...that the Umbrella Corporation is a "konzern" conglomerate? ...that in the DeCandido series of novels, Jill Valentine is Jewish? ...that the Umbrella Corporation is a "konzern" conglomerate? ...that in the DeCandido series of novels, Jill Valentine is Jewish? ...that Jack Thompson sued Capcom over the 1997 Heath High School shooting, alleging Resident Evil was a contributing factor. Add a fact! Contributing Skip to main contentThe Verge
logo.TechReviewsScienceEntertainmentAIAndrew LiszewskiAn hour agoNikon is raising its prices in the US because of tariffs. "At Nikon, we remain committed to providing the highest quality imaging products and value to our customers. Due to the recent tariffs, a necessary price adjustment for products will take effect on June 23, 2025. We will be
carefully monitoring any tariff developments and may adjust pricing as necessary to reflect the evolving market conditions."Notice regarding pricing changes [nikonusa.com] Searching for meaning in ancient Inca knots. The Atlantic has a fascinating deep dive into khipus — long cords that the Inca tied knots into to preserve information. Few know how
to read the knots, which are hundreds of years old and fragile. But researchers are slowly learning to understand them. A few years ago, Clindaniel trained an AI system to analyze the colors of 37,645 cords on 629 khipus, as well as the colors of the cords that surround them, which may indicate context and genre. Clindaniel's program found that rare
khipu colors—red, certain blues, orange, yellow, certain grays, greens—were all clustered together, indicating that they were probably used in highly similar contexts. Based on Spanish chronicles and other clues, Clindaniel suggests that this context might have involved religion or Inca royalty. Unraveling the Secrets of the Inca
Empire[theatlantic.com]Advertiser Content FromAndrew Liszewski2:25 PM UTC1/4The Pico-mac-nano features a tiny 480x640 pixel LCD screen with the OS running at just 480x342 pixels. Image: 1-Bit RainbowGo read this report on AI's effects on Amazon's software labor force. Amazon engineers related their experience creating software to The
New York Times: The engineers said that the company had raised output goals and had become less forgiving about deadlines ... One Amazon engineer said his team was roughly the same amount of code by using A.I. The Times likens the shift to that of Amazon warehouses,
where robots "have increased the number of items each worker can pick to hundreds from dozens an hour." Adam Conover regrets becoming "a crypto shill" for Sam Altman's World. Recently, the comedian behind Adam Ruins Everything made a promotional video for World that he's since taken down. Now, he's addressing blowback he received by
calling his ad for the eyeball-scanning crypto company "one of the dumbest things I have ever done" and saying what he "honestly" thinks about the company. One the highest-profile callouts of Conover's video came from Rebecca Watson, aka Skepchick, who briefly summarizes World's problematic exploits in her critique. Get ready for Apple's glassy
operating systems overhaul. This year's rumored redesign for iOS, iPadOS, and macOS is also coming to watchOS and tvOS, according to Bloomberg's Mark Gurman in today's Power On newsletter. In an April subscriber edition of Power On, he wrote that watchOS would only get elements of the redesign "here and there." It's expected the updates will
take cues from the look of the glassy, translucent visionOS, which, Gurman writes, is also getting tweaks where they "make sense for a headset." A crypto investor has been charged with kidnapping and torture. 37-year-old John Woeltz was arrested Friday after a man escaped a Manhattan townhome and told authorities that Woeltz and another man
had kidnapped him and were "beating, shocking and torturing him for weeks" after he refused to give them his Bitcoin password, reports The New York Times. The New York Times. The New York Times and torturing him for weeks" after he refused to give them his Bitcoin password, reports The New York Times. The New York Times and torturing him for weeks a recent Wall Street Journal report about a wave of violent attacks on cryptocurrency investors in the US and worldwide. Charles Pulliam-MooreMay 23Heartbreak feels good
in a movie like Daniela Forever. In writer / director Nacho Vigalondo's Daniela Forever, the grief Nick (Henry Golding) feels over the sudden death of his girlfriend Daniela (Beatrice Grannò) leads him to a clinical trial for a drug that induces lucid dreaming. Nick's drug-fueled dreams are meant to help pull him out of his depression, but as the movie's
new trailer teases, things go terribly (and beautifully) wrong. The movie's in theaters July 11th. Trump's tariffs threat extends to Samsung and other phone makers, too. "It would be also Samsung and anybody that makes that
product, otherwise it wouldn't be fair," Trump said during a White House briefing. Sorted By UpdatedScoreShareCompletedscrambled gamez7h 17m PlayedMy 1st Resident Evil completedscrambled gamez7h 17m PlayedMy 1st Resident Evil completed gamez Played gamez Playe
encounters that caused some frustration, such as the turtle zombies clipping through doors. I also found Nemesis, while easy to maneuver around and avoid his attacks, cheap towards the end, as his appearances devolved into simplified
set pieces, my excitement waned. However, the entire rest of the game was superb. I haven't completed the original RE3, but story as the remake told it was great! I was interested throughout the game and read every note I came across. I really enjoyed the lore surrounding Raccoon City and the situation at hand. The levels felt like puzzle boxes
franchise. It won't leave your jaw on the floor or anything, but you'll definitely have a real fun time. Updated 19.5 Hours Ago ShareCompletedSpiderfair9h 6m Played3: I really enjoyed it, but not as much as other games in the series. It was fun, but short even for how short I like games. Not sure if I'll replay it with more recent REs being available. I
liked RE2R better. Maybe if this was a remake in the style of RE1R I'd like it more. Also WAYYY easier than previous titles. This is the first game where I just tossed ammo to make space for a key item. Updated 2.5 Weeks Ago ShareCompletedGamingPill6h 30m PlayedThis is, in my opinion, where Resident Evil started turning bad/low quality. Granted
I never played the original. This wouldn't have been better just by being longer. The opening of this game was really tight and felt like true Resident Evil gameplay. Unfortunately, after the first part, the game starts to show its cracks. Horrible scripted events, out of place stretched
thin cutscenes that got more ridiculous as they went on. The game was very on rails and felt more like an interactive action movie at times. That last boss fight was completely unnecessary and added very little value. Also, horrible, horrible out-of-place gameplay in the hospital section (towards the end). Overall, this is a mid 6/10 game. Updated 2.5
                                                                                                                                                                                                                                                                                                                                -- Cut content- Storytelling is a major MAJOR downgrade of the original. None of the emotion and charm is there. No one outside of Carlos
Weeks Ago ShareCompletedPrivate19h Played+ Dodge mechanics is a big improvement over RE2, and is way better on execution than the classic RE3.+ Graphic+ Carlos-
is likeable.- Thrilling, exciting, "hold W to proceed" unskippable action scenes.- Not much exploration, most of the game is LESS polished than RE2. The menu is more stiff, enemies can now stunlock combo you to death, ragdoll physics
removed, etc. Updated 1 Month Ago ShareCompletedmatthe8155h 33m PlayedWhilst not as good as Resident Evil 2 Remake, I thoroughly enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved combat mechanics were a welcomed edition although I could not really enjoyed my time with Resident Evil 3. The improved my time although I could not really enjoyed my time although I could not really enjoyed my time at the cou
Hospital as it becomes more like the Police Station in RE2, but it really tops off after that. The final boss is more cinematic than a "battle" as well. It's a good enough game to play and enjoy though. Updated 1 Month Ago ShareCompletedbryanfischerz17h 5m ProgressGostei bem mais do que a maioria. Foi meu primeiro contato com a história do RE3,
então cheguei sem expectativas ou comparações com o original — e curti bastante! Fica atrás do RE2 na minha preferência, mas foi muito divertido. Inclusive tenho o triplo de horas jogadas, justamente pela diversão que entrega. Um bom jogo de
maneira geral, longe de ser a "horrorosidade" que vejo comentarem por ai. Ao meu ver, os seus maiores defeitos estão no fato do jogo ser desnecessariamente linear, em alguns trechos a gameplay consiste em simplesmente andar pra frente e esperar uma cutscene (isso acontece em praticamente todos os trechos de perseguição), e também no fato do
jogo ser bem curto, o que dá aquela impressão de que o jogo foi feito as pressas.No final das contas, eu até que gostei do jogo. Consegui me divertir bastante experienciando uma gameplay um pouco mais lenta e menos frenética em comparação ao RE4.Updated 1 Month Ago ShareCompletedOcanaldogui24h PlayedPTBR:Resident Evil 3 Remake tem
gerado algumas críticas de fãs do clássico, mas pessoalmente, eu achei muito bom. Tanto que até platinei o jogo. Com gráficos incríveis e uma gameplay bem feita, o jogo tem aquele formato mais linear e de corredor, o que pode não agradar a todos, mas me diverti bastante. Não é perfeito, mas para quem curte a franquia, RE3 Remake vale a
pena. EN: Resident Evil 3 Remake has generated some criticism from fans of the classic, but personally. I thought it was really good. So much so that I even platinumed the game has a more linear, runner-like format, which may not please everyone, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect, but I had a lot of fun. It's not perfect in the lot of fun.
for those who enjoy the franchise, RE3 Remake is worth it. Updated 2 Months Ago ShareCompletedPodor3h 43m PlayedResident Evil 3 9/10:-Great Graphics-Great Story-Huge gunplay improvement-The boss fight against Nemesis was disappointing-There are a few glitches here and there-Open maps for horror games are the worse, RE2 is still good
because it's limited and not as big as this one-Playing as Carlos was more interesting-Got confused by the timeline because I thought Racoon City was blown up in Resident Evil 2, turns out they play at the same timeUpdated 2 Months Ago ShareCompletedFireDan31h 57m PlayedOh boy...Where should I start? Like as a game, it's okay-ish at best; it's
too linear compared to the Og, and it's not really great. (You could say the same about the linearity of OG RE4, but that game was a freaking blast with interesting levels, but this game is just meh... )But let the judgment begin. I am a fan of the original Resident Evil 3: Nemesis, so I will be harsh because this remake sucks ass in that regard so
much. First of all, level design is just worse than in the OG; they butchered the locations and the structure, which concluded in dead exploration, which was one of the best in the OG, you could see that developers
actually cared about the locations and the structure; you could see it was actually inspired; it was so fun to explore, but now? They cut so much stuff and replaced it with such garbage, like, why would you cut Clock Tower one of the most iconic places in the franchise? (And I'm silent about live selection choices.) Okay, now Nemesis, he is pathetic... Not
only does he die in one single grenade on hardcore difficulty, he also drops trash, and he is scripted as crap in this game; When we've got RE2R with amazing Mr. X, we were thinking WOW Nemesis is going to be so amazing running around the whole city for Jill's ass, but NO, he is scripted as shit; now he is like some Hollywood action villain; he only
appears in the cut scenes and acts "menacing", so the layout goes like that: cut scene, boss fight, running, cut scene, boss fight, running, cut scene, boss fight, etc. Bruh. (also, his new animal-like transformations don't make any sense.) And the other thing is that why Nemesis is not scared when all the characters are the layout goes like that: cut scene, boss fight, running, cut scene, boss fight, running, cut scene, boss fight, etc. Bruh. (also, his new animal-like transformations don't make any sense.) And the other thing is that why Nemesis is not scared when all the characters are the layout goes like that: cut scene, boss fight, running, cut scene, boss fight, running, cut scene, boss fight, etc. Bruh. (also, his new animal-like transformations don't make any sense.) And the other thing is that why Nemesis is not scared when all the characters are the layout goes like that: cut scene, boss fight, running, cut scene, boss fight, running
literally don't give a slight shit about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface", or 'Bitch', 'Shit', 'Motherfucker.' I dont know. In the OG, they were talking about him? You see every character here calls him a "Fuckface" here calls him a "
they curse on Nemesis (and to be honest, I am not even blaming them anymore; he is garbage in this game is Jill Valentine; she's trying so hard to be badass and tough like some Leon or something? Like why? She's also angry all the time, acting like a douchebag, and it feels so
disgrace to the original. Never buy this game ever; let's pretend this game never existed. Capcom never remakes RE3. It's all our dream, and soon we'll wake up and get a true remake of Resident Evil 3: Nemesis. In all honesty, make yourself a favor and play the original game. (Update: maybe i was a bit too harsh, huh. Not completely a terrible game
but still a terrible remake) Updated 2 Months Ago ShareCompletedStranger Folk8h 11m PlayedStill an enjoyable RE game but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have just been my play style, but I feel as though it was more 'bitsy' as a narrative - might have been my play style, but I feel as though it was more 'bitsy' as a narrativ
exploration and a lot of blocked sections. I've always loved RE for the puzzles and sprawling but busy maps and this one didn't do as much for me. I feel like the game is a heavy percentage just running away from the same handful of monsters until you reach a boss fight where you can actually do proper damage and beat them. I also liked the little
section where you played as a child as I thought it was a really fresh concept for RE, but that it also didn't really mesh well with the rest of the game. Updated 2.5 Months Ago ShareCompletedAldok1ng16h ProgressЭта игра получила много смешанных отзывов с момента релиза, и я понимаю почему. Resident Evil 3 — ремейк, который вызывает
неплохие ощущения, но не дотягивает до высоких стандартов, установленных второй частью. Плюсы: + актерская игра была хорошо сделана; + графика; + отличная визуализация; + достаточно веселый игровой процесс. Минусы: - чрезмерное количество боеприпасов, которые вы могли найти; - очень короткая игра (8 часов); - несмотря
на то, что Немезида является главной угрозой, она не раскрывает свой потенциал;- слабый бонусный контент (Resident Evil Resistance);- нет принятия решений из оригинала;- Больше похоже на DLC для RE2, нежели полноценная игра.Игра приятна, но вы не можете понять, что она могла бы быть намного лучше. Скорее нет, чем да
5.5/10Updated 2.5 Months Ago Resident Evil 3 is a 2020 survival horror game which is a remake of 1999's Resident Evil 3. Nemesis. As with 2019's Resident Evil 2, it updates the story and gameplay for a modern audience. The game entered production alongside Resident Evil 3 is a 2020 survival horror game which is a remake of 1999's Resident Evil 3. Nemesis. As with 2019's Resident Evil 3. Nemesis. As with 2019's Resident Evil 3. Nemesis.
project secret it went by the codename "Escape".[3] Other than Division 1, development was also outsourced to Osaka's M-Two Inc., Capcom's subsidiary K2 Co., Ltd and China's NeoBards. During its announcement in December 2019, the game was 90% ready.[3] Programming[] Resident Evil 3 was programmed with the RE Engine, used by the
previous two Resident Evil titles. As the game was being made alongside Resident Evil 2's programmers, but overall this Engine was being forked to allow actions not considered for that game. [2] In terms of fighting mechanics, the Knife can no longer be used as a defensive melee weapon
like in Resident Evil 2, and must instead be equipped to use as a normal weapon. If under attack, the player must use a button or button combination to struggle out of an enemy's grab. This mechanic was inspired by the original game, and can be used to evade large groups of Zombies rather than being quickly mobbed.[2] Story[] The Resident Evil 3
story and script was developed in the same was as the Resident Evil 2 remake's, with collaboration between Capcom and an English-speaking writer to produce a more natural sounding localisation. A treatment was written in Japanese first, and then translated into English to be cleaned-up ahead of the dubbing process. The Japanese script would
then be amended based on the results of the English dubbing to ensure a consistent lip movement; this process is common in localisation of television shows. The Resident Evil 3 treatment script used the 1999 game as a template, but was always intended to be modified afterwards to incorporate design changes. Whereas the original game took use of
the Live Selection mechanic to get around its lack of a "B" story, director Kiyohiko Sakata saw no reason to incorporate this idea and instead preferred greater emphasis on a linear story. [2] One of the major changes during development is the role of the Raccoon Police Station. The station would have been explored early in the game, with Jill and
Brad going there to get information from Ben Bertolucci, a reporter investigating Umbrella who is encountered in Resident Evil 2. Upon arrival, the two would be attacked by Nemesis-T02; Brad would be brutalised, and Jill would pass out and wake up later in the night. After meeting Ben, who refuses to escape with her, she would be attacked by
Zombie Brad and escape station. At this point, Nemesis-T02 would renew its pursuit of her, leading to the scene where Carlos saves her. This plotline was excised from later versions of the script, with Carlos and Marvin Branagh taking his place. Other
ideas in early versions of the story included Nikolai Zinoviev being infected and mutating into a sub-boss. Zoic Studios, a VFX company hired for pre-rendered cutscenes, storyboarded a full CG opening cutscene. This was replaced later in development with a mix of stock footage and live-action actors.[4] Design[] Characters[] As with other Resident
Evil titles using RE Engine, Resident Evil 3 utilises photogrammetry for assets and human-based characters and enemies. Models cast in roles like Jill Valentine were dressed in the character costume was changed significantly due to a
dislike of the 1999 game's default, which appeared impractical and uncomfortable.[3] Enemies[] To expand on Resident Evil 2, more models including Capcom developers were hired to play Zombies for this game, expanding the variety of the enemy.[2][3] The Nemesis-T Type was redesigned to be more "ferocious" in both appearance and action, due
to director Sakata's wanting to out-do the T-00 of the Resident Evil 2 remake. Like that game, however, Nemesis-T will avoid certain rooms to give the player freedom to solve puzzles, and will confront the player in at least one save room.[2] Like the original game, non-Zombie enemies are limited to certain parts. The Hunter βs will be encountered in
the Raccoon General Hospital, and the Hunter Gammas will be encountered in the sewers, where they will burst out of pipes like the G-Adults did in Resident Evil 2.[2] A number of enemies featured in the sewers, where they will burst out of pipes like the G-Adults did in Resident Evil 2.[2] A number of enemies featured in the sewers, where they will burst out of pipes like the G-Adults did in Resident Evil 2.[2] A number of enemies featured in the sewers, where they will burst out of pipes like the G-Adults did in Resident Evil 2.[2] A number of enemies featured in the sewers, where they will burst out of pipes like the G-Adults did in Resident Evil 2.[2] A number of enemies featured in the sewers, where they will burst out of pipes like the G-Adults did in Resident Evil 2.[2] A number of enemies featured in the sewers, where they will be encountered in the sewers, where they will be encountered in the sewers of enemies featured in the sewers.
Digger boss fight. Environments[] The streets of Raccoon City were considerably smaller and curved in 1999. The layout of the city was changed significantly from how it appeared in Resident Evil 3. Nemesis, making it more comparable to how it is in 2019's Resident Evil 2. To satisfy fans of the original, the developers made sure to find a place for
the more popular aspects of the game.[3] Like the original version, the remake will allow Jill to use the environments against enemies, such as shooting generators to stun/kill enemies.[2] While the map itself is very large, it is not an Open World game, and the player will frequently encounter crashed cars or road-blocks, forcing them to unlock shops
or apartments to get to the road on the other side.[2] Backtracking was carefully planned by the developers, with the player finding keys or electrical appliances for unlocking weapons lockers or doors they could not explore at the start of the game.[2] Sources[] This page contains information on how long it can take to beat Resident Evil 3 Remake.
Read on to learn how many hours does a playthrough take and what you can do after completing the game. It will take on average around 6 hours to complete Story mode the first time on "Standard" mode and without completing everything. Can be finished earlier if played on "Assisted" and finished later if played on "Hardcore". If you are having
trouble completing the game, check out our Story walkthrough in 4 hours or less. Now knowing the story and item positions, you can finish another playthrough the game. If you try to complete everything in the game getting
100%, it can take around 13 hours on average. Getting 100% would mean completing all the records and buying all the items in the shop. This can take a while to complete. Check out our 100% guide to make this task quicker and easier. This can take a while to complete. Check out our 100% guide to make this task quicker and easier.
and weapons that can be bought with points that you earn through complete harder difficulties and getting S rank in them. Check out what you can buy in the shop with this guide: All Shop Weapons and Items If you beat the game on "Hardcore".
the first time, you will unlock a new mode called "Nightmare" mode, and upon completing that mode you will unlock "Inferno" mode. These modes are much more difficult and will even require infinite weapons just to complete. Mode Difference Nightmare • Enemies are more aggressive and stronger • Items and enemies will have new placements
Inferno • Enemies are stronger then in Nighmare mode • There are fewer Typewriters and Item Boxes to find • No Autsave Read the guide below for more information on the modes. How Difficult are Nightmare and Inferno Mode? Beginner Guides Resident Evil 3 Remake (RE3) Walkthrough TeamThis article was created by Game8's elite team of
writers and gamers. This page answers a rather important question - how long it will take to complete Resident Evil 3 Remake. We have prepared several different values e.g. depending on what difficulty level you choose, whether you are interested in replaying the campaign and whether you want to play the multiplayer mode. The first playthrough
of the campaign in Resident Evil 3 should take you a similar amount of time as Resident Evil 2 - about 6-8 hours. It isn't a particularly long production, but the shorter game time is rewarded with an exciting and suspenseful campaign. Opponents, difficulty levels, and additional exploration can increase the time required to complete the game. In the
case of enemies, we are talking primarily about challenging boss fights and all possible encounters with Nemesis and other monsters will be able to kill the heroes faster. As for optional exploration, you can check all the rooms marked on the
map to collect as much extra loot as possible. Resident Evil 3 encourages multiple playthroughs. This is intended not only to come up with additional challenges but also to get certain trophies. In RE3, you can, for example, try to complete a campaign without using equipment storage boxes or in the speedrun mode where you have to race against
time.Resident Evil Resistance online mode is completely independent of the single-player campaign. It allows up to five players to play together (four players to play together with each other and the fifth tries to stop them). For multiplayer mode, it is very difficult to estimate the amount of time you can spend on it - it can be from several to dozens of hours
You are not permitted to copy any image, text or info from this page. This site is not associated with and/or endorsed by the Capcom or Capcom. All logos and images are copyrighted by their respective owners. Copyright © 2000 - 2025 Webedia Polska SA for gamepressure.com, unofficial game guides, walkthroughs, secrets, game tips, maps &
strategies for top games. Resident Evil 3 Remake is out, offering another dose of zombie survival-horror in the style of last year's Resident Evil 3 Remake. This time the focus turns to Nemesis, the ever-present danger stalking the streets of Raccoon City to take down surviving STARS officers. The original Resident Evil 3 was not a long game by today's
standards--based on an average playthrough, even the Resident Evil 2 Remake isn't that much longer. So how long can you expect to be on the run from Nemesis this time around? How Long To Beat Resident Evil 3?6 hours (standard run)11 hours (completionist run)A standard critical path run through RE3 will take you about six hours, while taking
your time to gather all the collectibles will last roughly 11-plus hours. That means getting all of the weapon upgrades and secrets, opening all of the bobbleheads. Resident Evil 3 ships alongside Resident Evil 7 ships alongside Resident Evil 8 ships alongside Resident Evil 9 ships alongside Resident Evil 8 ships alongside Resident Evil 9 ships along Evil 9 sh
zombie hordes. If you're planning to check out Resident Evil 3, read our story recap for everything you might need to remember before venturing into the world of survival-horror. Plus make sure your rig is up to the task by checking out the PC system requirements. Don't forget to also read our review of Resident Evil 3, see what other critics are
saying, and hit up our Resident Evil 3 guide for a full walkthrough, puzzle solutions, and other gameplay tips. How long is Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? Let's find out as part of our Resident Evil 3? What difficulty modes are there in Resident Evil 3? Let's find out as part of our Resident Evil 3? What difficulty modes are there in Resident Evil 3? How many hours does it take to beat Resident Evil 3? What difficulty modes are there in Resident Evil 3? How many hours does it take to beat Resident Evil 3? What difficulty modes are there in Resident Evil 3? How many hours does it take to beat Resident Evil 3? What difficulty modes are there in Resident Evil 3? How many hours does it take to beat Resident Evil 3? What difficulty modes are there in Resident Evil 3? How many hours does it take to beat Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are there in Resident Evil 3? What difficulty modes are the Resident Evil 3? What difficulty modes are the Resident Evil 3? What difficulty modes are the Resident Evil 3? W
short experiences that make amends for with bonus modes and various difficulty modes to truly test yourself with. Resident Evil 3 is no different, so here's how long the game is. How Long Is Resident Evil 3 is no different, so here's how long the game is. How Long Is Resident Evil 3 is no different, so here's how long the game is.
will take around six hours to beat. If you skip on items and play on the Assisted difficulty level, however, your playthrough could be much shorter. The opposite can be said of harder difficulties, where you're likely to extend your play time through deaths and having to repeat sections of the game. Once you've completed the game you'll get access to a
shop full of unlockables, find out more in our All Shop Unlocks guide. How Many Difficulty Levels Does Resident Evil 3 Have? Resident Evil 4 Have? Residen
Locations, All Ammo Crafting Combinations, All Herb Combinations, All Herb Combinations, All Safe Codes and Locker Codes 
Crafting Combinations Related Games Resident Evil 3 (PS4)Resident Evil 3 (PS5) See Also
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