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This will be a a pretty
long game
Wikipedia

[Developer Says Resident Evil 5 Will Be a Long Game](#)

Not as long as RE4 though

The Resident Evil franchise is one of the most appreciated and respected horror zombie shooter series out there. It won over fans with its distinct gameplay and creepy atmosphere which engulfed the players as soon as they ventured through the first levels of the game. The multitude of enemies and different types of strategies that could be adopted in fighting them were numerous, which attracted players to go through the games several times.

But, sadly, what also made users play them again and again was the relative shortness of the titles, which didn't quite offer a well-polished experience. [Resident Evil 4](#) changed that and offered a solid 12-hour gameplay, which gave players the satisfaction of completing such a great game. However, this quite long experience wasn't without faults, as it did seem a bit repetitive at times, making players go through some of the stages at least twice.

Now, with [Resident Evil 5](#) currently in development, Capcom, the developer of the game, has talked, through the voice of Yasuhiro Anpo, the director of the title, about how long this game would be. He said that the team analyzed RE4 and cut out the parts that the fans didn't like, replacing them with more exciting experiences.

"Certainly, we've had to play through Resident Evil 4 a lot of times ourselves, and we understand what you're saying: It's a very long game. That it takes so long to play through is one of the tough parts about it. Resident Evil 5 will probably end up being a little shorter than Resident Evil 4. Like you said, we've looked at the parts of Resident Evil 4 that weren't so exciting, and we're going to cut some of them out. And in their place, we're going to add parts that are more exciting and have more impact."

Some very interesting statements, considering the fact that there's a pretty strong trend in the gaming industry to make titles of a reasonable length, in order to motivate players to complete them. 10 hours might be the golden time for quite a lot of upcoming games, which focus on offering a great experience that doesn't let players get bored.