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Resident Evil 4 Wii Edition - Ada

## [Resident Evil 4 Wii's Cut... As In Censored!](#)

*What's next, FPSs with rubber bullets?*

For [Resident Evil](#) fans and Wii owners this piece of news is going to be a wooden foot in the balls - Resident Evil 4 for the [Wii](#) is going to be an innocent title. That's right boys and girls, limbs will no longer fall, blood won't be splattering here and there as you were used to and so on. Add this to the simplified control scheme and what do you get? A great survival-horror video game screwed up by the Wii. Resident Evil 4 for the Wii, or Biohazard 4 as the game is also known, has been released for the Nintendo Wii in Japan on May 31st, retailing for just 3,900 yen, as NextGeneration reports. That's pretty damned cheap isn't it? But why do you think it's so cheap? It's only because the game has been severely censored, meaning it's going to be an innocent survival game for the wittle Wii. But the game's case is still stamped with a sticker saying that "THIS GAME CONTAINS REALISTIC SCENES OF GRAPHIC VIOLENCE." Uuu! For what? All the blood and gore has been almost taken out from the game, headshots no longer kill and limbs can no longer be shot off. What is [Capcom](#) trying to do here, prove to kids that shooting someone in the head won't kill them? That sounds worse than killer head-shots. This is ridiculous! I mean, you want your kid to know that it's wrong to shoot people, but video games such as Biohazard 4 Wii tell him/her that shooting someone in the head won't exactly kill them, but just make them go Ow! Needless to say, Capcom didn't even consider making it possible for adults to play the real thing. What, are they afraid of [Jack Thompson](#) or something? Guess that a simplified control scheme wasn't the worst that could happen to a great video game series being ported to the Wii. What's next, [Halo 4](#) with rubber bullets?