

Resident Evil – Ordinary Bigotry, or Something Even More Sinister?

You have most likely heard of the enormously lucrative Resident Evil media franchise. Now, after countless videogames, four movies on the big screen, books, comics, toys and more, it is poised to move into the third dimension (again) using Hollywood's latest and greatest technology.

These Zombie Hating products are bad enough on their own, but are they merely part of a larger attack on the Differently Animated in America...or even the world?

A Global Conspiracy?

Ask yourself this question: why are so many anti-Zombie products coming out of Japan, and why are they almost never set in Japan itself?

Think about it. Resident Evil games have been set in America, Antarctica, Africa and Europe, but rarely if ever in the home country of game publisher Capcom. Similarly, their hit Dead Rising series of anti-Zombie sandbox games takes place in Colorado and Nevada, not Tokyo and Kyoto.

Coincidence, or conspiracy?

Biased Against Cops, Soldiers, Scientists and Progress

The Resident Evil games and movies take great pains to cast the scientific community, law enforcement and military in as negative a light as possible. Witness the seemingly endless number of insane, megalomaniacal jerks in white lab coats cooking up super-plague, or the bought-and-paid-for cops who cover up their crimes while inept military commandos botch every attempt to contain the disaster, often while cashing Umbrella Corporation bonus checks.

Is this the sort of story we want to tell our children, that progress and patriotism and the rule of law are always doomed to failure? Does America really want to raise a generation of disaffected, Zombie-hating Luddites?

I think not. But maybe Japan and its Hollywood allies want us to do so!

Resident Evil: Taking American Zombie-Haters' Jobs Since 1996

Although the ZRC detests Anti-Zombie bigotry in all its forms, the emerging monopoly on Anti-Zombie products coming out of Japan makes our job even harder. In a few short years the Videogame Zombie stereotype has taken over the horror world, displacing home grown haters like George Romero and John Russo.

George Romero on Zombie games:

Q: And now zombies seem to be a whole trend in movies. Any idea why?

A: There aren't that many. I think it's video games more than movies. What movies are there? 28 Days. They're not dead, those guys. The remake of Dawn of the Dead made a lot of money. It's the only one that made big, big, big bucks. Shaun of the Dead did well, but not that well. All of the others were kind of fringe. Not the kind of things that influence fashion, or have a major influence. I think it's video games. There's dozens of video games. Zombie video games. I think that's where it's coming from.

Source: The National Post at <http://www.nationalpost.com/Dean+dead+George+Romero+cinematic+zombie+variations/3332905/story.html>

Resident Evil Facts:

- Resident Evil games have sold almost 47 million copies
- These games have been released on everything from Playstations to Game Boys to cell phones, spreading the hatred further each year
- Despite being violent bigots, the RE characters have been featured in many games outside the series, including *Marvel vs. Capcom 2* and *3*, *Pocket Fighter* and many others, including games marketed to children!
- The Resident Evil movies have grossed 675 million dollars worldwide
- Resident Evil Director Paul W.S. Anderson's hatred of the Undead isn't limited to this series; he also worked on *Pandorum*, *The Dark* and *Event Horizon*, all of which deal with the Differently Animated in a negative fashion



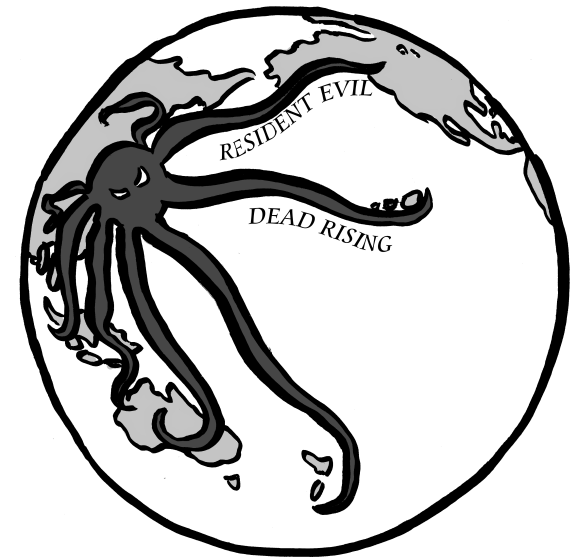
Spokeszombie and Junior Goodwill Ambassador Tim loves to play with his Zombie dog, Patches.

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Source: Wikipedia, various articles
Sales figures from Capcom

RESIDENT EVIL:

BAD FOR ZOMBIES BAD FOR *AMERICA*



The nefarious Zombie-hate coming out of Japan takes many insidious forms.

An Informational Pamphlet by The Zombie Rights Campaign

www.zombierightscampaign.org