The Resident Evil 4 "Isolated Edition" is a PSP port of the Nintendo GameCube's third installment in Capcom's survival horror franchise. The game was released in North America on March 22, 2005 and in Europe on April 7, 2005. In contrast to other games in the series, which use a fixed camera system to display the action from a distance or from above, Resident Evil 4 adopts a more traditional over-the-shoulder camera angle similar to that found in many 3D games released around the same time. Unlike these other games however, Resident Evil 4 offers a third person perspective while retaining certain classic elements of exploration and puzzle solving found throughout its predecessors. The game also features two distinct, exclusive campaign modes that let the player choose whether to experience the story from Leon's or Claire's point of view, though both characters remain playable in either mode. The original game was ported to the PlayStation 2 and Xbox in 2006 and again to the Wii in 2010. The game was met with positive reception upon release. GameRankings gave it a score of 81% for the Nintendo GameCube version; 80% for the PlayStation 2 version; 80% for Xbox; 82% for PC; 82% for PSP Version; 84% for GCN version (and 88/100 on all platforms combined). Reception to the port varied greatly, with most criticisms revolving around elements that were not included. Most notable of these were the absence of the "Lost in Nightmares" difficulty setting, which was originally a bonus to the PlayStation 2 and Xbox versions of the game. In addition, Claire's campaign was not included with the Windows version. Jaguay from Destructoid rated the PC port positively stating that "Resident Evil 4 is a great looking game with some nice extras to break up the re-tread gameplay. The updated graphics make a big difference and it's satisfying to play Resident Evil 4 on a newer system." GameSpot gave the Windows port 3. 9 stating "Resident Evil 4 in the PC is a solid port that plays well in a variety of resolutions, but it's a little disappointing that Capcom didn't include the two separate campaigns from the PlayStation 2 and Xbox versions. But fans of the series will find plenty to like here." In 2011, Eurogamer ranked Resident Evil 4 106th in its list of top 100 games of all time.

"Note: for Claire's campaign, see Resident Evil: Chronicles" The "Lost in Nightmares" difficulty setting was originally planned for inclusion with the PlayStation 2 and Xbox versions. It is actually included with the "Isolated Edition" port, where it can be selected from the main menu. An updated version of the game was released on April 22, 2005 for the PlayStation 2 and Xbox. This updated version incorporates improvements made to the original game post-release including additional voice-overs for Leon S. Kennedy and Ashley Graham, new characters including Rebecca Chambers, Akira Ishida and Billy Coen, as well as what Capcom called "substantial graphical enhancements", including an increase in particle effects to reflect damage from weapons such as shotguns.

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