

Speedrunner Achieves New Milestone in Resident Evil 4 Chronological Run

A new milestone in the speedrunning community has emerged with a recent Resident Evil 4 Chronological Run that has drawn attention from fans and analysts alike. The run, which aims to complete the game's story in narrative order rather than the standard sequence, demonstrates a shift in how players approach the classic survival horror title. This development underscores the enduring appeal of the game and the creativity of its community.

Understanding the Concept

The Resident Evil 4 Chronological Run is a specific category of speedrun that reorders the game's events to match the timeline of the story as it unfolds within the game's universe. Unlike a standard playthrough that follows the game's level order, this run requires players to navigate the game's chapters in a sequence that aligns with the narrative's chronological progression. This often involves skipping certain sections or revisiting areas in a non-linear fashion, adding a layer of complexity to the run.

For context, the standard game begins with protagonist Leon S. Kennedy arriving in a rural European village, but the chronological order of events starts earlier, with the kidnapping of the president's daughter. The run therefore begins with the initial abduction scene, then moves to the village, and proceeds through the game's locations in the order the story actually happens. This approach has gained traction among speedrunners looking for new challenges and a fresh perspective on a well-trodden title.

The Appeal of Chronological Runs

Chronological runs are not new to the speedrunning scene, but they have become more prominent in recent years as communities seek to innovate within established games. For Resident Evil 4, this format offers a way to experience the story in a more coherent manner, which can be particularly appealing to players who have completed the game multiple times. The [Resident Evil 4 Chronological Run](#) tests a player's knowledge of the game's internal logic and their ability to execute precise movements and strategies under time pressure.

The appeal lies in the puzzle-like nature of reordering the game's segments. Players must determine the exact sequence of events, which can be ambiguous due to the game's use of flashbacks and parallel timelines. This requires a deep understanding of the narrative and the game's mechanics. The run also introduces new routing challenges, as the standard progression paths are disrupted, forcing players to find new ways to access areas and complete objectives.

Recent Developments and Community Response

Recent weeks have seen a surge in interest in the Resident Evil 4 Chronological Run, with several prominent speedrunners attempting and documenting their runs. The community has responded positively, with forums and social media discussions highlighting the run's innovative nature. One notable run, which achieved a time of under two hours, has been widely shared and analyzed. This run demonstrated the feasibility of the category and set a benchmark for future attempts.

The run's success has prompted discussions about potential improvements and the possibility of incorporating additional restrictions, such as limiting saves or using specific difficulty settings. The community is also exploring whether the chronological approach can be applied to other entries in the Resident Evil series, though Resident Evil 4 remains the most popular candidate due to its distinct narrative structure and active speedrunning community.

Technical and Strategic Considerations

Executing a successful Resident Evil 4 Chronological Run requires careful planning and execution. The run typically involves a specific route that prioritizes key items and skips optional content. For instance, the player must obtain the necessary weapons and keys in the correct order to avoid backtracking. The run also exploits glitches and sequence breaks, which are common in speedrunning, but these must be adapted to the chronological order to maintain narrative consistency.

One major challenge is the game's use of cutscenes and scripted events that are tied to specific locations. In a chronological run, these events must be triggered in the correct order, which can be difficult if the player enters an area out of sequence. Speedrunners have developed strategies to manage these triggers, such as using specific entry points or manipulating the game's memory. The community has also created detailed guides and tools to assist runners in planning their routes.

The run also requires a high level of skill in the game's combat and movement mechanics. Resident Evil 4 is known for its precise aiming and resource management, and the chronological run adds an extra layer of difficulty by forcing players to face enemies in unfamiliar sequences. This can lead to unexpected challenges, such as encountering stronger enemies earlier than usual or having limited resources at critical moments.

Broader Implications for Speedrunning

The emergence of the Resident Evil 4 Chronological Run reflects a broader trend in speedrunning toward more creative and narrative-focused categories. As the speedrunning community matures, runners are increasingly looking for ways to differentiate their runs and

explore new aspects of games. This trend is evident in the rise of categories such as "all bosses," "100 percent," and "no damage" runs, each of which emphasizes different skills and knowledge.

Chronological runs, in particular, appeal to players who are interested in game design and storytelling. They offer a way to engage with a game's narrative in a new light, and can even reveal insights about the game's structure that are not apparent in a standard playthrough. For Resident Evil 4, this run has highlighted the game's carefully crafted pacing and the way its story unfolds across different locations.

From a press perspective, the Resident Evil 4 Chronological Run is a testament to the game's lasting legacy. Originally released in 2005, Resident Evil 4 has been ported to multiple platforms and continues to attract new players. The speedrunning community's ongoing innovation ensures that the game remains relevant and engaging, even as newer titles are released. This run is just one example of how dedicated players can breathe new life into a classic.

Looking Ahead

As the speedrunning community continues to explore the Resident Evil 4 Chronological Run, further refinements and records are expected. The current record holder has expressed interest in attempting a sub-90-minute run, which would require near-perfect execution and routing. Other runners are experimenting with different versions of the game, such as the Wii edition or the HD remaster, each of which has unique characteristics that affect the run.

The community is also discussing the possibility of a "true chronological" run that includes all cutscenes and dialogue, which would significantly increase the run time but offer a more complete narrative experience. This variant would be more of a marathon than a speedrun, but it highlights the diversity of approaches within the community. The Resident Evil 4 Chronological Run, in its current form, remains a focused and competitive category that showcases the best of speedrunning.

For journalists and fans interested in the speedrunning scene, this development is worth following. The run has already generated significant discussion and has the potential to influence other games. As the community continues to push boundaries, the Resident Evil 4 Chronological Run stands as a notable achievement and a sign of the creativity that defines modern speedrunning.