

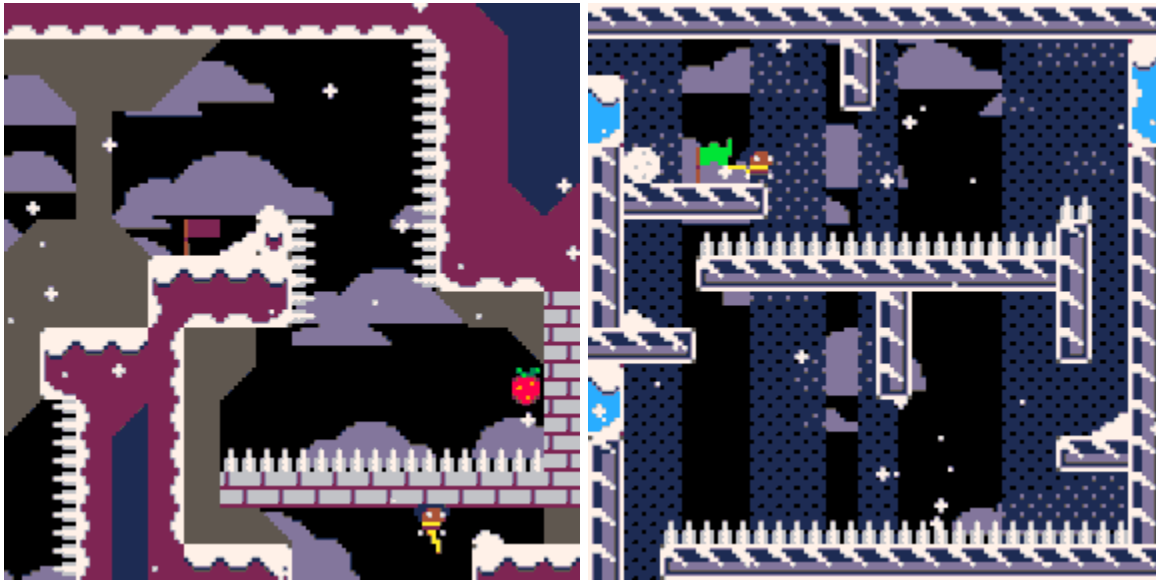
Speedrunner's Guide to Celeste Classic 2

By Bobo, Superboi0119, and created with help from Gonengazit and other members of the 'Celeste Classic' community.



Hi!

This guide was created to help anyone interested in speedrunning Celeste Classic 2 by providing a collection of info that would be useful to know when picking up the game.



The different sections of this guide are more-or-less standalone so feel free to skip around to whichever sounds the most helpful or interesting. And you'd like you can join our discord [here](#); any questions you have that aren't addressed by this guide can probably be answered there 😊

Important info

The game runs at 30 frames per second (fps); 1 frame $\Leftrightarrow$ 1/30th of a second (0.033s).

There is a practice mod (created by Meep, with help from Avi) that makes it much easier to practice specific parts of the game (see [<Using the practice mod>](#)). Different sections of the game are often referred to by the labels used in the practice mod, e.g. 2-1 is used for "Level 2" / "Glacial Caves".

There are two main speedrun categories: Any%, where the goal is to reach the "Destination" as quickly as possible, and 100%, where the goal is to do the same thing while also collecting all 16 strawberries (see [<Strawberry locations & tips>](#)). There are also individual-level (IL) leaderboards for every major section of the game (see [<Notes on individual-level runs>](#)).

There are two different versions of the game: v1.0 and v1.1 (see [<Version differences>](#)). Both versions are viable for speedrunning, and runs of either version of the game can be submitted to the main leaderboards.

Using the practice mod

NOTE: It's not recommended to record full-game runs being played on the practice mod as there may have been unintentional changes made to get the practice mod working that could invalidate your run in the future.

The practice mod can be played in-browser here:

v1.1 - https://celesteclassic.github.io/cc2_practice_mod_1.1.html
v1.0 - https://celesteclassic.github.io/cc2_practice_mod_1.0.html

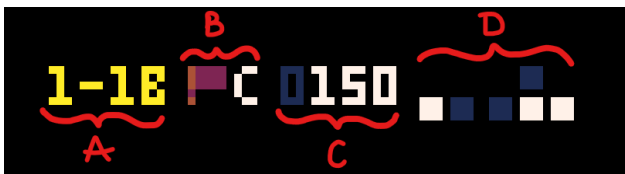
There is also a standalone release of the practice mod, available here:

<https://github.com/CelesteClassic/Celeste2PracMod>

For instructions on how to use the practice mod, please refer to the README file here:

<https://github.com/CelesteClassic/Celeste2PracMod/blob/main/README.md#controls>

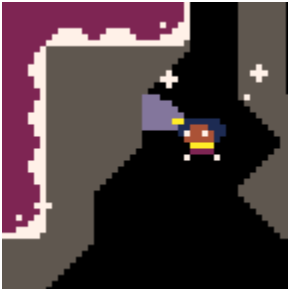
When the practice mod is running, you'll see the following overlay:



- A) Current checkpoint / spawn-point.
- B) If set, the timer will stop and you will respawn when you touch this checkpoint flag. (Press E)
- C) A counter that shows how many frames have elapsed since the player character was created and stops when a room transition would have occurred.
- D) Input display (the squares correspond to key positions but it also works with controller inputs).

Basic movement

You can jump out of a grapple at any point.



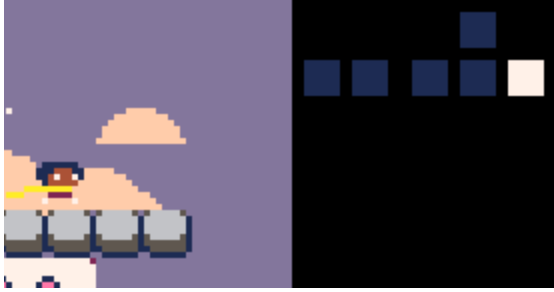
Holding the grapple button after attaching to a surface will keep you stuck to that surface.



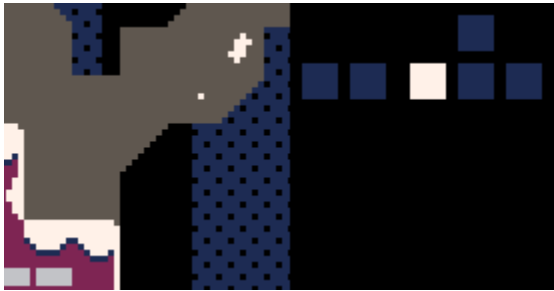
Grappling can be used to stall your movement in the air. After you release the grapple button, there's a 6 frame cooldown period before you can press it again.



There's a 4 frame grace period where you can still input a jump after you have left the ground (often referred to as "coyote time" or a "grace jump").

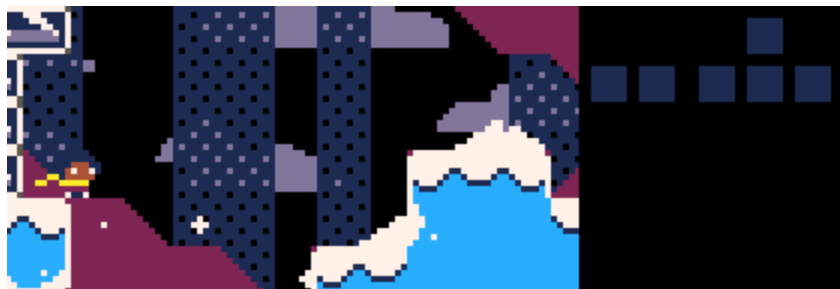


There's also a 4 frame (or 2 frame in v1.0) grace period where you can still input a jump after you've released grapple or continued past a grappling point.



Corner boost / grapple

Attaching your grapple to the top or bottom corner of a surface lets you move past the surface without sticking to it and while maintaining your momentum from the grapple. This is the main speed tech of this game and is used throughout the speedrun.



The timing window for attaching to a corner is always 1 or 2 frames. Many corner boosts have setups that make the timing more consistent, but in general, learning them comes down to muscle memory and memorizing the timing through repetition.



NOTE: Acceleration changes made between v1.0 and v1.1 of the game can affect the timing and/or setups for specific corner boosts. See [<Version differences>](#) for more details.

Fall-speed mechanics

You can hold down while in the air to increase your maximum fall-speed by a small amount. This is usually referred to as “fast-falling”.



In v1.1, the maximum fall-speed without fast-falling was slightly reduced. Fast-falling is useful for some strategies that rely on having a higher fall-speed to perform them (see [Grapple skip](#) for a notable example).

Exclusive to v1.1: you can hold the jump button to reduce the effect of gravity at the peak of your jump. This can significantly impact the timing window for corner boosts setups that involve running off of a platform.



When learning new corner boost setups, it's a good idea to experiment with these mechanics in case there are ways that you can utilize them to make timing your inputs easier.

Corner jump

You can wall jump off of the corner of a surface when approaching it from slightly behind and either above or below. Corner jumps can be used situationally to perform wall jumps sooner than would otherwise be possible.



Corner jumps are often utilized in level 0-1, as each additional corner jump can save up to 5 frames over moving through the level normally.



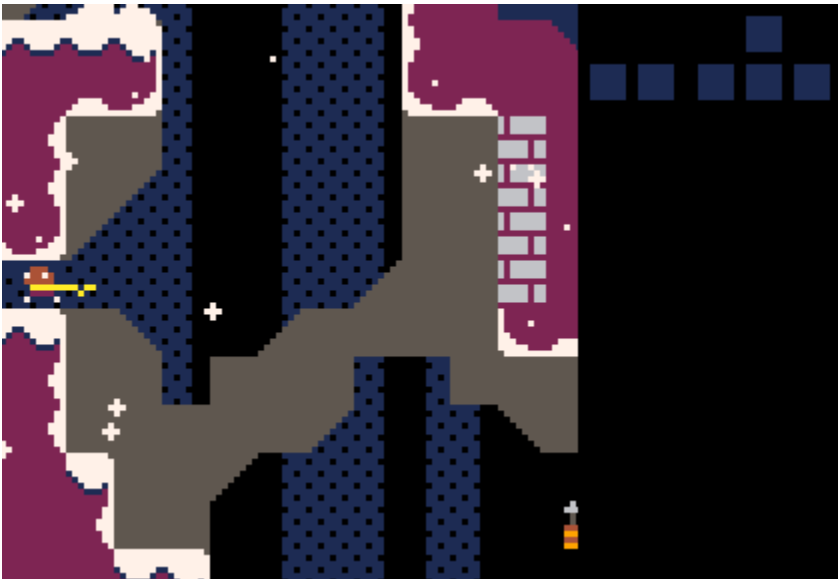
Grapple skip

Corner jumps can be used to skip picking up the grapple hook. This saves time in the Any% speedrun because you can use the grapple hook in level 1-1 regardless of whether or not you picked it up in the intro.

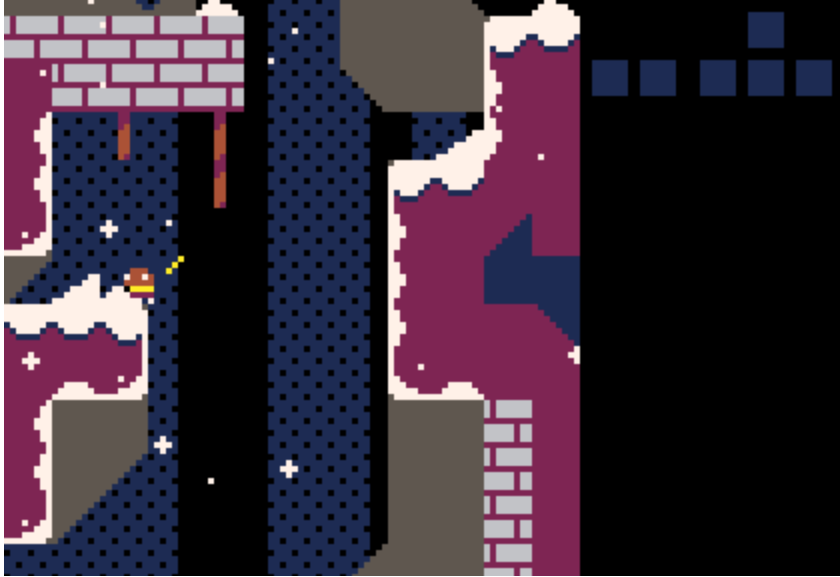
- 1) Begin holding down + right before the level starts to land on the lower ledge. In v1.0 you only need to hold right.



- 2) Perform a corner jump to reach the upper ledge. You'll want to time your jump input rather than mashing.

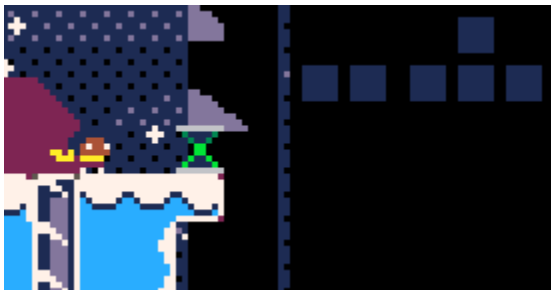


- 3) Either perform another corner jump or use wall jumps to reach the top of the room.



Item mechanics

While holding an item (i.e. spring or snowball), holding down and releasing the grab button will drop the item in front of you instead of throwing it. This can also be done in the air.



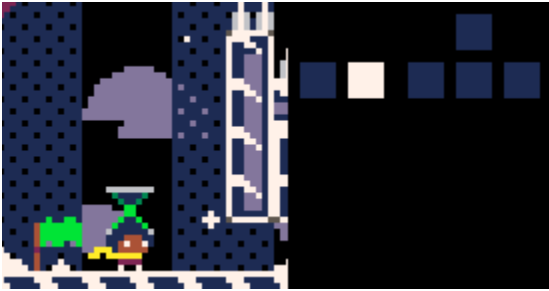
When grappling an item, you can input the opposite direction and release the grapple button right before you would otherwise grab it, and the item will continue moving past you without you having to throw it. This is sometimes referred to as "flinging" an item.



NOTE: In v1.1 a flung snowball will continue rolling, but it will stop where it lands in v1.0.

Spring jump/snowball jump

You can drop a held item around the peak of your jump and then input another jump to bounce off of the item while it's still in the air.



NOTE: You can hold the jump button to bounce off of an item; you don't need to time your button press.

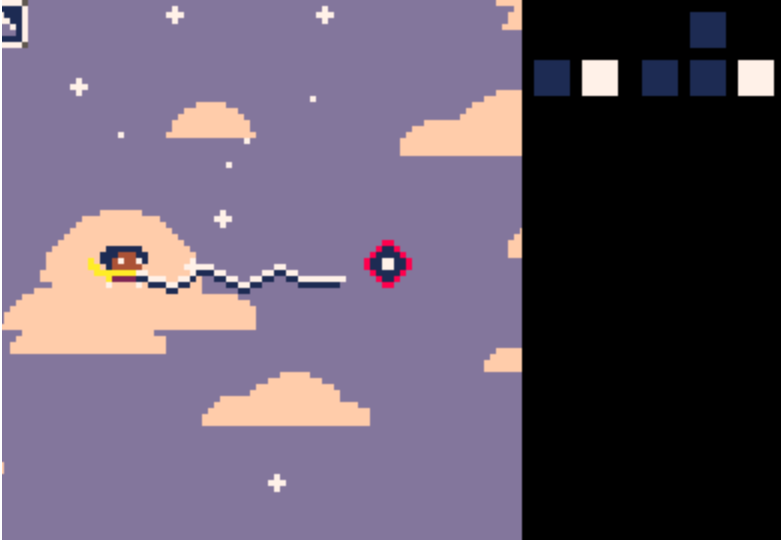
If you're struggling with this trick then you're probably dropping the item at the wrong time:

- If the item falls to the ground before you can land on it then you dropped it too early.
- If you fall to the ground before the item does then you dropped it too late.

It might also help to try dropping the item while also inputting a horizontal direction (e.g. down and right are both held in the gif above).

Snowball boost/launch

You can be forced out of a grapple by bouncing off a snowball. Similar to corner boosting, exiting a grapple in this way maintains your momentum from the grapple, but it also combines that momentum with the vertical speed gained from bouncing.



The game also adjusts your speed with a small $\pm$ value based on your position relative to the object that you're bouncing off of. For example, if you're moving to the right, and you're overlapping with the left half of the snowball on the frame when the collision between you and the snowball occurs, then your speed will be reduced by a small amount. When going for the snowball boost at the start of level 3-2, getting this reduced speed means you won't be launched far enough to make it across the spikes.

NOTE: Falling snowballs are not on a global timer; instead, snowballs start spawning when the camera scrolls close enough. When practicing snowball boosts, you should also practice having consistent movement in the section of the level leading up to them.

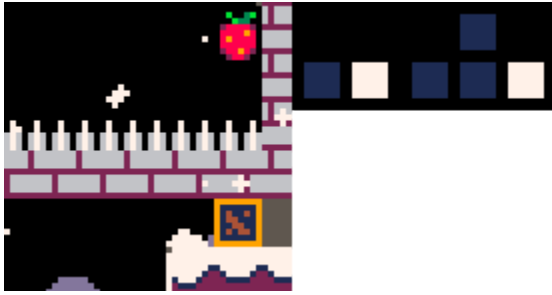
Subpixel position

While your character is drawn on the screen using pixels, the internal values that track your position are more precise than the size of a pixel. The difference between your position on the screen and your actual position is usually referred to as your “subpixel” position or subpixels.

Your subpixel position can affect the timing windows for certain strats, and having the wrong subpixels can mean that a strat is no longer possible. Fortunately, there are consistent ways that subpixels are updated despite the values being hidden:

- On respawn and after a level transition, your subpixels are initialized to zero.
- Starting a grapple (i.e. on button press) resets your subpixels to zero.
- Corner boosts set your vertical subpixel position to the highest possible position.
- Bonking against a ceiling or bouncing off of a spring resets your vertical subpixel position to zero.

In some specific situations, subpixels can be manipulated for easier timing windows:



In the gif above, the corner boost sets the vertical subpixels to the highest possible position, which limits the timing window for the grace jump underneath the crumbling blocks to only 1 frame. Bonking against the ceiling after the corner boost resets vertical subpixels to zero, which extends the timing window to 2 frames since being at a slightly lower position makes it easier to avoid bonking against the crumbling blocks.

Version differences

Tl;dr: if you're new to the game, then you should probably play on v1.1.



The most important change for speedrunning is that running acceleration and gravity were both slightly increased in v1.1. However, holding the jump button reduces the effect of gravity to what it was in v1.0, meaning corner boost timings between the two versions are the same so long as the jump button is held. These acceleration changes also open up new options for setups in v1.1 that aren't available in v1.0, which arguably makes some corner boosts easier.

Summary of the other changes in v1.1:

- Updated level layouts in Golden Valley, making some sections a bit more difficult but not significantly slower.
- The snowball "bounce" hitbox was made more generous (this probably also makes snowball boosts easier but it hasn't been tested).
- The grace window for jumping out of grapples was made more generous (2 => 4 frames).
- Max fall-speed when not fast-falling is very slightly slower.
- Flinging a snowball now causes the snowball to continue rolling.
- Various small bug fixes.

As of now, there isn't a definitive answer to the question of whether the changes made in v1.1 significantly impact the length of the speedrun between the two versions of the game. Our best guess is that v1.1 is slightly faster due to the acceleration changes, but the changes are small enough that runs of both versions are combined on the main leaderboards.

If you're new to the game then you should probably start playing on the latest version. The main reason that some runners are still using v1.0 is that they started playing before v1.1 was released, and as of now there isn't a big enough incentive for them to switch over.

Strawberry locations & tips

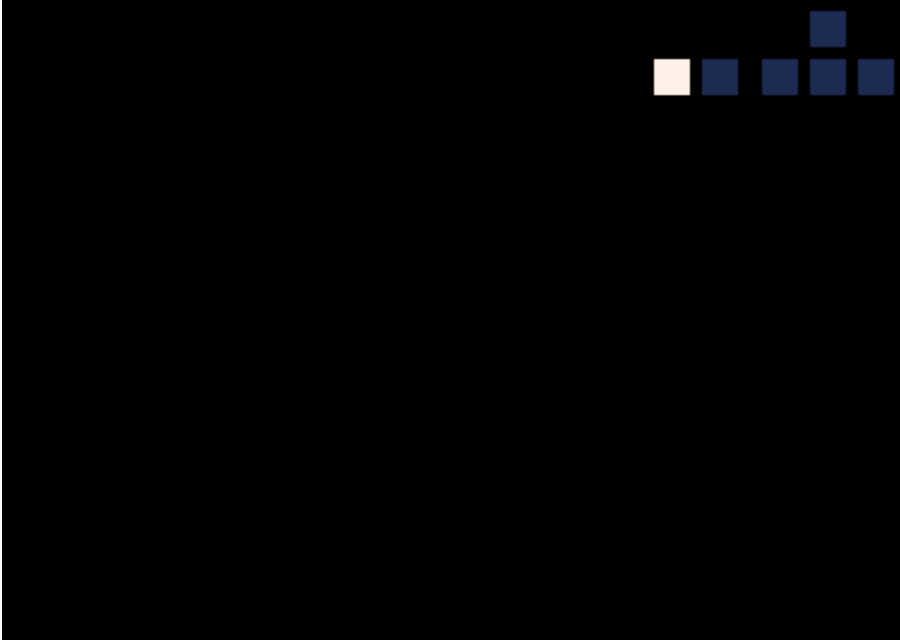
16 strawberries must be collected to complete the 100% route through the game. Most strawberries are placed out in the open, but a few of them are hidden away in secret areas.

Here are the locations of the hidden strawberries in order of appearance:



Apart from the hidden strawberries, many players have trouble with the strawberry at the end of level 3-2, which is arguably the most difficult strawberry to collect in the game.

Here's a consistent method that you can use to collect it:



- Falling snowballs only start spawning when the camera scrolls close enough, so you'll want to practice consistent movement leading up to this room as well.
- You can run right and grapple immediately if you die and respawn from the checkpoint.
- Doing a corner boost into the room lets you reach the bottom middle platform with a short jump instead of having to wait out the snowballs.

Notes on individual-level runs

Because checkpoints work differently in this game than in the original Celeste Classic, individual-levels (ILs) are instead defined as the sections of the game that are separated by level transitions.

Unlike the other main speedrun categories, IL speedruns must be played on the v1.1 practice mod; currently, submissions for runs played on v1.0 are not accepted.

Runs are timed using the frame counter provided by the practice mod. To convert a time for submission, divide the final frame count by 30 (without rounding) and include 3 digits after the decimal (e.g. 324 frames converts to 10.8s, which should be submitted as an in-game time of 10.800s).

While you can submit video recordings for IL runs, you also have the option of submitting gifs recorded by pico-8. You can press F9 while in-game to save a gif recording of the previous n seconds. If you are playing on the standalone version of the practice mod, you can set the duration of gif recordings in the pico-8 config:

https://pico-8.fandom.com/wiki/Configuration#Other_settings

When you're ready to submit a run, you can upload your gifs to imgur or discord (posting on a private discord server works for this). If your gifs are too long, you can use the 'ezgif' app to trim/cut them: <https://ezgif.com/cut>

The app tends to break when editing gifs longer than 30 seconds, so for especially long recordings (e.g. level 2-1 100%) you can just configure your recorded gif duration to be a bit longer than your current PB.