

RESIDENT EVIL 2

Submissions Guidelines

Since we been seeing a lot of questions in forums and discord I thought it would be good to clarify and put them all in a document here.

1) Preparing



PC and Console runs are split to a separate board

All PC runs are given their own categories. PS4,PS5,xbox one, and xbox series share a leaderboard and are categorized as "Console".

The use of emulators is not allowed.

Full video proof is required starting at the scenario choice screen and ending with the end game stats screen. **All categories are timed by the IGT** (In Game Timer). We do not require a timer to appear on screen. If you use splits it is for your benefit only. Runs are Single Segmented. This means runs must be completed start to finish on one VOD (Video On Demand). **Splitting your runs into two or more VoDs will not be accepted.** Any missing footage (not counting cutscenes) can result in the run being rejected. **All runs need game audio**, if your run has portions muted due to copyright music your run will be rejected. Music must not overpower the game audio. Runs must be submitted with a permanent VOD. We ask this because all runs require video proof. If your VOD gets deleted after time has passed, we have grounds to remove that run even after it's been verified.

Using YouTube, or Twitch, are good sources to record your runs.

If you do not wish you stream you do not have to and can use Local recording tools like a capture card or OBS

Using Twitch only "**Highlights**" are accepted because "Highlights" from Twitch are permanent links.

You can learn more on making highlights [here](#)

Using Mixer VODs are only saved for 14 or 90 days but you can **download** your VOD after streaming.

OBS (Open Broadcaster Software) is a open software for video recording or live streaming you can find it [Here](#)

2) How to submit a run

Once you're ready to submit your run head over to

<https://www.speedrun.com/re2remake>

Or head on over to the Category Extensions page at

<https://www.speedrun.com/re2remakece>

Once there click "submit run" on the upper right of the leaderboards

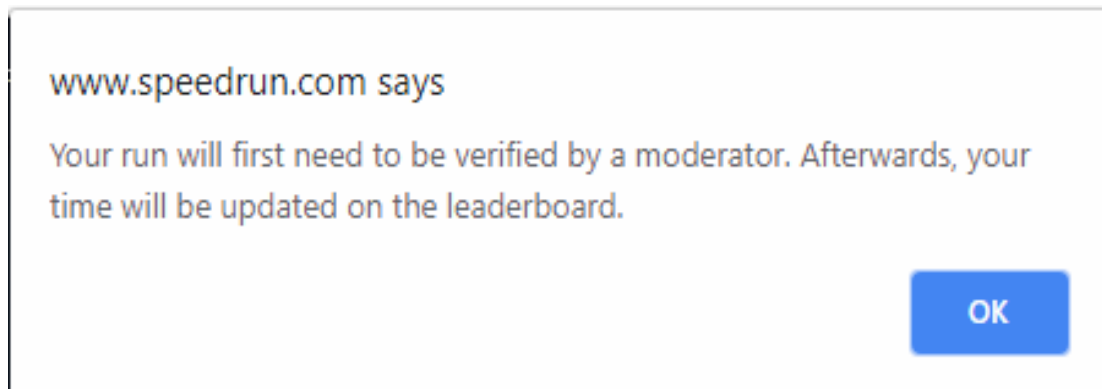


Category	New Game (PC) ▾
Player 1	Your Name Here
You are	- Ignore This (Moderators only) ▾
Time	0 h ▾ 00 m ▾ 00 s ▾ 000
Character	Leon ▾
Difficulty	Standard ▾
Framerate	120 ▾
Platform	PC ▾
Emulators are banned	
Date*	2019 ▾ Mar ▾ 10th ▾
Video link*	

New Game + (Console)	Miscellaneous ▾	
Filter ▾	View rules	Submit run

Once you've clicked "submit run" you will get this forum

- **Category:** There are 64 Main game categories and 23 DLC categories. 44 Categories in the Category Extensions page. Making a total of 131 categories
- **Player 1:** the name that you have on speedrun.com. This will automatically be filled in for you unless you are a Moderator of the game. **You Are:** Ignore this it's only a caption for moderators, it will not be on your submission page.
- **Time:** The time that you will insert is the time you received at the end game stats screen. Only the DLC runs "No Time to Mourn", "Runaway", "Forgotten Soldier", and "No Way Out" use Milliseconds. Any other run that does not use milliseconds you leave that tab blank.
- **Video Link:** This is where you paste your link. The Link must lead to your run, and not your Twitch page, Youtube profile, twitter account etc. If your link does not lead to a run it will be rejected. Your run must be viewable, meaning no subscriber only videos or follower only videos.
- **Submit:** Click the button "Submit" once you are done. You will get an image here.



Hit "OK" and you will be taken back to the main Leaderboards page.

Your run has now been submitted

It will take a few days for a Moderator to verify your run so please be patient. Do not Resubmit the same run, it will not make us go faster, just causes more work for us Mods

Please note if you submit a run to a category and we find your run is best suited for a different category, we will move that said run over to its proper place.

(example:if you did a NG run that follows all the NG rules and submitted that to any% we will move that run to NG, as that is it's proper category)
We also do not allow multiple submissions of the same run to multiple categories.

3) Frames Per Second (fps)

The knife is Framerate dependent. The more fps you have the faster you can kill enemies, mainly bosses. The lower fps you have the easier you can move safely past enemies.

Fps Settings may not be changed during the run.

Other than the "any%" category all runs must be capped at either 60fps or 120fps.

The fps counter must be visible (and readable) on screen throughout the entire run.

If we can not read your fps counter it will be rejected.

If you see your fps counter reach 121 or 122 that is ok. Your run will not be rejected so long as it goes NO higher

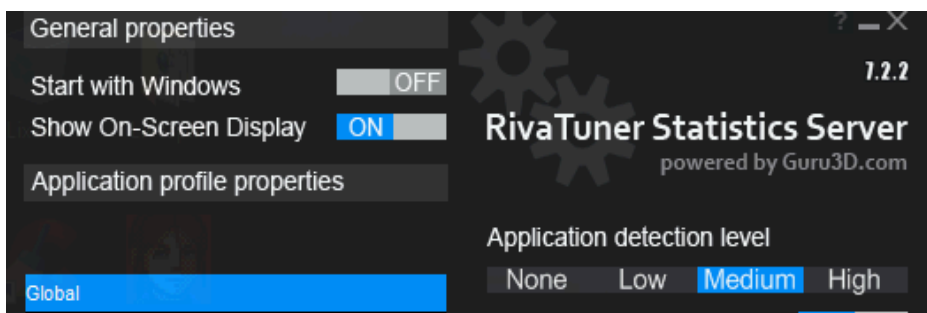
If your fps goes below 120 or 60 that is ok, you do not have to hold a constant 60 or 120 fps.



How to cap your framerate

Rivatuner, it's a free program for download that will allow you to cap your fps at 120. You can obtain the program [here](#)

Once you've downloaded RivaTuner launch the game, and open RivaTuner. Make sure your computer is in admin mode.



Framerate Limit: set it to either 60 or 120.

To reach 120 fps you must go into game settings and set frame rate to "variable"
Depending on your monitor you may need to turn Vsync on or off.

Add: Make a profile of Re2 on your computer. On the bottom left click "Add".
Select the RE2 executable file to add it to RivaTuner

4) Pausing Rule

The limit on pausing is 2 mins. Going over will result in your run being rejected.

Console runners - Pausing the game to check you IGT is ok.

A Pausing rule is in place because this game is single segment. Meaning you must complete the run start to finish in one sitting. This is to keep people from pausing the game and roaming off to the grocery store, having dinner, or continuing the very next day (all these have happened before).

Pausing also makes good spots to splice footage since when you pause, there is no game audio.



5) Saving

No loading of saves or auto-saves. Loading saves resets the IGT back to the time of your save.

"Continues" after death are allowed on Standard and assisted difficulty. If playing on

hardcore “continues” after death are not allowed. If you die on Hardcore the run is over.

On Standard/assisted difficulty pressing Continue keeps the timer moving and thus is allowed.

For Hardcore there are no auto saves, pressing continue puts you all the way back to the beginning.

You can make saves if you wish as long as you do not load them

6) Mods

Modifying the game in any way is not allowed. This includes reshades of characters. This is to keep things fair and worry free to reduce the risk of tampering/cheating by altering Hitboxes of the characters.

Audio mods are also not allowed

7) Tools

The SRT and Livesplit are tools that can be used to help aid you in speedrunning. Please note these are **not** mods, these are tools that do not alter the game in any way are just reading and displaying the data that is already there.

The SRT is a tool that reads health bars of enemies and displays your items in your inventory to name a few examples.

You can obtain the SRT [here](#)

This was made by **Squirrelies**

The Livesplit is a timer display that auto splits at certain triggers of the game. Giving it a very accurate timing of your run/pace you are on. Compared to manually splitting your timer.

You can find it [here](#)

This was made by **CursedToast**

8) Words to know

VOD (Video On Demand)

A program system that allows users to watch videos at any given time.

NG (New Game)

Starting the game as if for the first time. No unlockables like infinite weapons can be used

NG+ (New Game Plus)

Starting a new game with unlockables such as infinite weapons.

Any% (Any Percent)

Complete the game by any means necessary. With the use of glitches.

IGT (In Game Timer)

Timing of the game is the timer that the game itself supplies. You can see this in the pause screen on the upper right, and at the end game stats screen.

RTA (Real Time Attack)

Time is recorded in real time usually with Livesplit or any other form of timer. This is used when a game has no in game timer. Re2 does not have any categories that use RTA.

RNG (Random Number Generator)

A code that creates the randomness in video games. An example in Re2 would be the Sherry blocks puzzle. The order of the blocks is the same but the position of the shapes are random.

If you have any questions please don't be afraid to ask. You can make a forum on the Speedrun.com Re2R page or join the [Discord](#) and talk with the community there.