Changelog - 1.1.9 to 1.2.0 (Sept 14th)

Addition: Seed + IGT Visibility and Cross-play

Due to seed information no longer being displayed mid-run, the host is required to show seed input if used. Added to the first section “Video Submissions”, also to save space I have merged a few of the similar rulings in this section. Screenshot has been changed to reflect changes.

Previous:

The video must be uploaded as a (Single) Twitch Highlight or YouTube video (Unlisted or Public).

The video must contain one singular unedited run per submission.

The video must begin while the player(s) are in the Headquarters with the floorplans displayed.

The video must show all gameplay and unobstructed view of all UI elements including: Seed/Day indicator (Top Right), Game Version (Bottom Right), Profile Name Plates (Bottom Middle), Currency/Expected Groups (Top Left), and Day Progress Bar (Top Middle). All must be visible throughout the entire run.

LiveSplit Timer must be visible throughout the run. (LiveSplit Board Only)

Host player must show seed settings (Options -> Game -> Seeded Run) before run begins or after completion of run. See Seed Categories below for more information and exemptions.

If playing multiplayer, video must be recorded from the host's point of view.

Map Settings are split into variables on the board. Currently acceptable Map Settings are: Normal (City, Country, Alpine), Autumn, Turbo, Lake, North Pole. All settings not listed are not valid for speedrunning.

Revised: (Changes in bold)

The video must be uploaded as a (Single) Twitch Highlight or YouTube video (Unlisted or Public) and must contain one singular unedited run per submission.

The video must begin while the player(s) are in the Headquarters with the floorplans displayed. **If using a manually input seed into the flower pot, Host must be shown entering seed in the recording. (Unless using Speedrun Mod Checker)**

In-Game Timer must be turned on.

If playing multiplayer, video must be recorded from the host's point of view.

Host must be on the Steam version of PlateUp!

Host player must show seed settings (Options -> Game -> Seeded Run) before run begins or after completion of run. See Seed Categories below for more information and exemptions.

The video must show all gameplay and unobstructed view of all UI elements including: Day indicator (Top Right), **In-Game Timer (Top Right)**, Game Version (Bottom Right), Profile Name Plates (Bottom Middle), Currency/Expected Groups (Top Left), and Day Progress Bar (Top Middle). All elements listed must be unobstructed throughout submission. Game must be visible at all times. **LiveSplit Timer and In-Game Timer must be visible throughout the run.**

Map Settings are split into variables on the board. Currently acceptable Map Settings are: Normal (City, Country, Alpine), Autumn, Turbo, Lake, North Pole. **Any settings not listed are not valid for speedrunning.**

Addition: Glitch Section

Glitches & Techniques:

As PlateUp! is still being updated regularly, some new glitches may appear and old ones may be patched. Glitches that have been confirmed that will be fixed in upcoming patches are not allowed.

Known Allowed Glitches/Techniques:

Wall Clipping is allowed. (Dropping an item to force your character through a wall)
Wall Clipping into the starting area is allowed. (Same as above but into an out of bounds area, spawning character in starting position.)

“90 Pull” is allowed. (Removing an item before it’s process complete, but will complete it’s process when picked up)
Customers Disappearing is allowed. (Customers disappearing after being pushed out of their chairs, after being served.)
Customers Teleporting is allowed. (Customers teleporting into their seats.)

Known Disallowed Glitches:

Blueprint Duplication is generally not allowed, with stipulations below.
Cake Bowl Glitch in 1.2.0, a glitch was added where adding cake batter mixed in a bowl to a tray/pan with at least 1 serving would consume the bowl and batter, while creating a single additional item.
Mandarin Orange Prep Station Replenish Glitch in 1.2.0, a glitch was added where dropping a Mandarin Orange with at least 1 portion missing would replenish the orange to its full portions.

Blueprint Duplication:

Random Seed: May purchase the **top/original** blueprint and rerolls of the **top/original** blueprint The **bottom/second** blueprint and its rerolls must be ignored.

Set Seed: May purchase **one** of the duplicated blueprints, **may not reroll that day**.

Mod Removal:

Mod Specific Rule Section no longer needed without Layout Generator. Moving from Layout Generator to Speedrun Layouts. Added line linking Mod Approval Suggestion Form to rules.

~~Mod Specific Rules:~~

~~**Layout Generator -**~~

~~(https://steamcommunity.com/sharedfiles/filedetails/?id=2924111603)~~

~~Layout Generator is set to include all layouts by default. It is highly advised to select a specific size to avoid selecting a disallowed map.~~

~~Layout Generator Layouts may only be used for Random Seed submissions.~~

~~Diner, Small, Medium, Large, Huge are **acceptable** for **Normal, Turbo, Lake and Autumn** speedruns.~~

~~Bakery, Extended Diner, and Coffee Shop Maps are currently **not** allowed for speedruns.~~

~~Lake Layout (Map) is **only** acceptable under Lake Setting with 2 or more players. Lake Setting (Game Mode) is usable with any accepted layout listed above.~~

~~North Pole Layout (Map) is **only** acceptable under North Pole Setting (Game Mode) with 2 or more players.~~

~~If used for Set Seed Runs, using the re-roll button generated by Layout Generator to generate maps will result in unreplicable maps, and will be rejected if submitted as Set Seed.~~

~~Any unlisted map layouts are considered **not** accepted for speedrun submissions.~~

Addition + Change: Day 1 Resetting

Added rule regarding saving and exiting on Day 1. Changed “Garage Items” header to General Rules. Added Garage Items to General Rules. Condensed Twitch Integration into a subcategory of General rules.

General Rules:

- Items are not allowed to be brought into the run from the Garage.
- If a restaurant does not complete Day 1 for any reason, it may not be restarted and/or replayed. The restaurant must be abandoned and a new restaurant created.

Twitch Integration:

- The **!visit** option may be enabled.
- !order and !visit trick/treat may **not** be enabled.

Player Input Rule Clarification

Added the following under the Player Count heading:

Player Characters may not be fully spawned in over the Submission Category (1 for Solo, 2 for Duo, 3 for Trio, and 4 for Quad) at any point. The number of unique participants cannot be higher than the submission category.