

Guide to Cuphead Speedrunning

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Introduction

Hello there! Welcome to the world of Cuphead speedrunning! My name is Oak!... Oops, wrong game. Let's try this again.

My name is SalmonBuffalo and I am one of the Cuphead speedrunning moderators. I want to be the first to welcome you to our community. I've been around since the beginning and have seen many new faces join our community over time. Many of our newer members have the same questions when they first join us, so I decided to put together this guide to getting started with Cuphead speedrunning.

My goal for this guide is to have an easy-to-use, comprehensive guide to running this beautiful game, from setup to submission. This is not meant to be a strategy guide or anything particularly technical from a gameplay perspective, so it should be accessible to just about anyone. However, since this is a speedrunning guide, I will be assuming at least a basic casual understanding of Cuphead where necessary.

With that out of the way, I think it's a good day for a swell battle! Let's dive in!

1. Before Your Run

Ideally before you set up your equipment to perform the run, you'll have to figure out what kind of run you'd like to attempt. There are a few steps in this process.

1.1. Choose Your Category

The first major step in deciding what to run is to look at the available categories. Generally, these categories are separated by some combination of what player actions are allowed/disallowed and what is required to be completed in-game. For a full list of our categories, check our leaderboards (<https://www.speedrun.com/cuphead>). There are a few different types of runs you can do, as shown below.

1.1.1. Full Game Runs

The first type of runs, known as full game runs, is pretty self-explanatory. These runs showcase the entire game, from start to finish (or as close as we can get). These runs either use loadless time (if running with the load remover on PC; more on this later), or real time (if on console or not using the load remover). We're pleased to have developed a number of categories for Cuphead that cater to a wide variety of playstyles. Some of our most popular categories are:

- All Bosses - Complete all boss stages in the game
- All Flags - Complete all 6 run and gun stages, in addition to completing each boss stage
- Low% - Complete the game doing as little as possible (no extra stages, no extra items, etc.)

1.1.2. Individual Levels (ILs)

The other type, known as Individual Levels (or ILs, for short), instead focus only on a single level, whether it's a boss or a run and gun. ILs are timed using the in-game timer, as shown on the scorecard after completing a level. Thus, regardless of whether you're on PC or console, these times are directly comparable. Many console runners focus on ILs for this reason.

There are two main categories of ILs: Any% and Highest Grade. In Any%, your objective is simply to beat the level, regardless of what grade you get at the end. The Highest Grade category requires you to beat the level while obtaining the highest grade possible. For boss levels, this is solely dependent on which difficulty you play on. For run and guns, the highest ranking you can get depends on whether you do a pacifist run.

1.1.3. Category Extensions

For those looking for more of a challenge or memes, we offer a second leaderboard for such categories. As these can be extremely difficult, I highly recommend waiting to look into these until you're comfortable with the more typical runs, though I wanted to at least acknowledge their existence if only briefly.

1.2. Choose Your Difficulty

After you select a category, the next choice you have to make is difficulty and version. In all runs, you must decide to play either on Simple, Regular, or Expert. This choice will dictate how much health the bosses have, as well as their attack patterns, and the length of the fight. There are separate leaderboards for each difficulty, so your run will only be compared to other runs on that difficulty. Thus, you should feel free to choose whichever difficulty you're most comfortable with.

1.3. Choose Your Version

If you're playing on console or through the Windows 10 Store, you don't have a choice here. You have to play on the most recent version of the game. However, if you're playing via Steam or GOG, you have the option to revert Cuphead to an earlier build. There are two options available to you:

- Legacy — the original version of Cuphead
- 1.1+ — any version of the game from 1.1 forward

The full details of the differences between these subcategories are too specific to get into here, but generally, older versions of the game allow for more tricks. As the game has gotten patched a number of times, important tricks in Legacy (such as the Weapon Swap Glitch) were taken out. For this reason, we have separate leaderboards by game version to make sure that runs are being fairly compared. If you're interested in a full list of version differences, SBDWolf has compiled everything [into a handy document](#).

1.4. Check The Rules

Once you've fully decided on a category, your difficulty, and, if necessary, your version, there's one last thing to do. You gotta check the rules! The rules for each category expressly lay out details such as run requirements, banned actions, and timing guidelines, to name a few. These details are often specific to a particular category, though we do have some general rules to keep in mind, a few of which are listed here:

- Timing — Timing always starts on file select. The end point may differ based on the category, but generally ends upon beating the Devil after meeting all the

category requirements. If you're on PC and using the autosplitter, you'll need this information to correctly set it up. If you're manually timing, you need this information so you know when to start/stop the timer.

- Difficulty — You aren't allowed to switch difficulties mid-run.
- Third-party software — Outside of keybinders, third-party software is not allowed to be used during the run. If using a keybinder, there are specific guidelines you have to follow

Whether the rules are general or specific to your category, it's important to know and understand what they are. Failing to uphold the rules may result either in a time penalty or disqualification of your run.

2. Setup Your Equipment

Before even setting foot in the world of Cuphead speedrunning, there are a few things you'll need to have. Namely, you'll need a timer, a means to capture video, and of course, the game itself. These can be set up in any order, but all three are necessary for submissions. A few quick notes before we get into the setup process:

- We strongly recommend using LiveSplit for a timer (<http://www.livesplit.org/>), since most of our runs are completed utilizing the built-in autosplitter/load remover.
- For video capture, feel free to use any software you're comfortable with. We'll even take phone video footage, provided it meets the video submission criteria.
- We recognize that there are multiple platforms on which to obtain a legal copy of Cuphead. However, we strongly recommend using the Steam version.

Regarding the timer and game platform, we certainly accept runs using other timers and running on other platforms. While these may not put you at a disadvantage from a mechanical standpoint, our leaderboards are sorted primarily by loadless time, so you'll be at a disadvantage from that perspective. Your times will show up, but in order to compare your time to similar times, you'll have to filter the boards (e.g. if you want to compare your Xbox run to other Xbox runs). To have the most visibility of your time and most accurate placement on the boards, you'll need to use the autosplitter with the Steam version of Cuphead.

2.1. Setting Up Your Timer

Most everyone in the Cuphead community uses LiveSplit with the Cuphead autosplitter/load remover as their timer. When set up correctly, it provides the most accurate and fairest comparison across times, thus eliminating advantages due to having better hardware. For detailed help setting up LiveSplit to work with Cuphead, I recommend watching [this video](#) by

Thepotato123. If you prefer a text over video, Kepsert has [a nice guide](#) as well. If you choose to use a timer other than LiveSplit, you'll have to refer to that particular software for setup.

In general though, the minimum requirement for a timer is simply the time itself. Anything else, such as splits and the sum of best time, is extra and is mostly there for you to reference during your run. I recommend utilizing these extra elements as they provide a wealth of information to runners. For example, properly set up splits can help you remember the route, can give you benchmarks on how well your run is doing as a whole, and can indicate how well specific levels are going. All of this information can in turn be used to improve your overall time.

If running ILs, a timer is not necessary, since we use the in-game timer which displays at the end of the run. However, some players like to have a timer anyway to use in a manner similar to splits.

2.2. Setting Up Your Video Capture

The next crucial piece of the submission package is video footage. You'll thus need some way to capture your gameplay. Personally, I use OBS (<https://www.obsproject.com/>), which is a free, open-source streaming and video recording program. Another popular program is XSplit (<http://www.xsplit.com>). XSplit does have a free version, and though its features are limited, it provides enough to create a submission video. These are just two popular examples, but feel free to use whatever program you're most familiar with.

When choosing your video capture method, please keep our requirements in mind:

1. The run must be captured in full. This means that we must have a single, continuous video that starts upon title selection and ends after the run is over. I highly recommend starting your video a few seconds prior to file selection and ending a few seconds after the timer stops. This creates a buffer on both ends of the run just in case something happens.
 - If running ILs, you need to show the full fight. This includes the brief moments prior to the opening dialogue and the end card showing the final time. If going for a specific grade on ILs, your video also needs to show the final grade.
2. The bottom left corner (HP and equipped weapon) must be visible at all times. If playing co-op, both the bottom left and bottom right corners must be visible at all times. This is an essential indicator for the moderators to make sure the run is being played legitimately.
 - It should go without saying that we should be able to see the entire game screen to some degree. This rule is more designed for people who stream/record with overlays covering the game.

3. If using the load remover, the loadless timer must be visible in the recording at all times. This is the only way we can be 100% sure that your time is what you say it is.
4. In-game sound (defined as the sound effects) is required for all competitive runs. Each category has a different definition of competitive, which can be seen in their individual rulesets. If there's no definition set, then only World Record runs require in-game sound. All Individual Level (IL) runs require in-game sound.

A few comments regarding these regulations:

1. Failure to capture the entire run will result in your submission being rejected. If we can't see what's going on, we have no way to make sure that the run is being accomplished legitimately, and thus we can't verify it.
2. A lot of our runners stream with overlays on. This could range from the simple (a webcam, the timer, etc.) to fully fleshed out designs with multiple components. We do allow overlays on submission videos, so long as the health and weapon indicators are not covered up. Please make sure that if you use an overlay, that these remain completely uncovered at all times. Failure to do so will result in your run being rejected.
3. If using a loadless timer, failure to keep it on screen at all times will result in your run being timed manually. If accepted, the time will be listed as "time with loads" and will not appear with the other loadless times. As mentioned before, this puts your run at both a comparability and visibility disadvantage.
4. Make sure that we are able to hear the in-game sound in your submission video, if required. You are allowed to talk over the game, but if we can't hear the game, it will cause problems for your submission. My suggestion is to always have the sounds on at least low, since you never know when you'll wind up getting a competitive time.

2.3. Setting Up Your Game

Lastly, you'll need to prepare your game. Regardless of platform, it's a good idea to go in and set your controls and options prior to doing runs. If you're playing on a platform in which you can select from a few versions of Cuphead, make sure that you're playing on the version you want to play on. If you want to switch versions, instructions [can be found here](#).

3. Do The Run

Once your timer, video capture, and game are set up, it's time to do the run! There's really not much to say here, since you're just playing the game, so allow me a few words of advice:

- Don't do too much, too fast — Since you're reading this guide, I'm assuming you're just starting out with Cuphead speedrunning. Possibly my most controversial piece of advice would be to take your time learning the game. It's certainly tempting to go straight for the fast strategies and tricks (especially in a game like Cuphead) but they don't mean anything if you can't get through the game to begin with. I see a lot of new runners go for a deathless run first, and I think it's one of the best things you can do starting out. Focus on learning the boss patterns first, and only then start working on how to do them quickly.
- Practicing — Everyone has their own way to practice the speedrun, so find what works for you. Some people like to sit down and just grind the whole game out at once. Others prefer to focus on individual levels and perfect those before moving on. I think Cuphead lends itself well to both styles, so do what works best for you.
- Interact with the community — One of the best ways outside of practicing to improve your attempts is to interact with the community. Watch videos from the leaderboard. Go hang out with some of the active runners as they stream live attempts. Join the Discord server and ask questions. We're all happy to help you better understand the tricks and mechanics of the game, but we won't know if you are looking for help unless you ask us!
- Get comfortable — Speedrunning requires a good degree of focus for sizable chunks of time. If you're worried about being cold or being hungry or anything like that, chances are it'll affect your performance. Not only that, but it can affect your enjoyment of the game. If you're not comfortable with streaming attempts, play offline. If you're more comfortable with your own music playing, go for it (provided it doesn't affect your submission).
- Enjoy it — In line with the above advice, the most important thing is that you have fun with your attempts, however that may be. For some, it's pushing yourself to be the very best. For others, simply improving your own time is what's important. But at the end of the day, if you're not having fun, it's going to translate into a bad experience. Maybe give it a small break and come back later. Cuphead is a beautiful game and it's not worth ruining your time with it by forcing yourself to run it if you're not enjoying it. I've seen burnout happen on a few occasions and it's never a good time. So don't let it get to that point.

4. After Your Run

So now that you've completed some runs and have one you want to submit to the boards, what do you do?

4.1. Grab Your Video

First things first, you'll need to grab your video and upload it to the Internet. If you ran offline or don't have Twitch backups saved, you'll want to find your video and upload it to a video

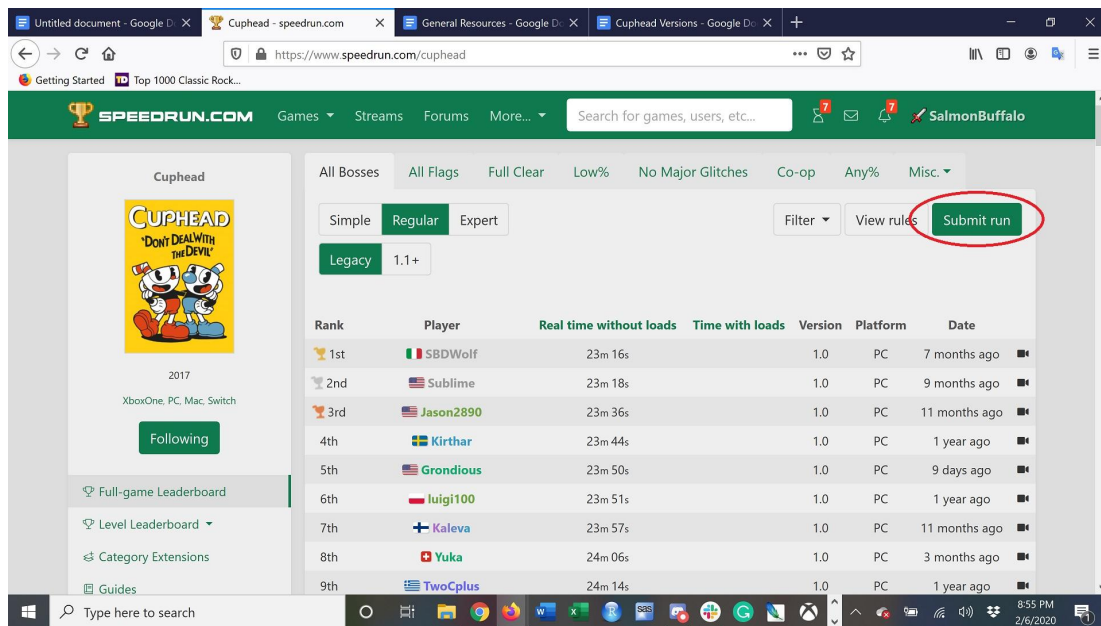
hosting service such as YouTube. It doesn't necessarily have to be a public video, but you have to be able to obtain and share a link to it. If, on the other hand, you streamed and have Twitch backups or something similar enabled, all you have to do is clip the run you want to submit, which should generate the sharing link automatically.

As a suggestion, wait until your video uploads and check it again before submitting. Sometimes the upload process hiccups and things happen beyond our control. Also make sure the video is actually available before you submit it. We've gotten countless submissions where the video isn't available when we go to review it, only for us to reject it and have the video show up later. It would save everyone a lot of time and effort if you make sure your videos are submission ready prior to actually submitting it.

You don't necessarily have to do any editing or anything. Actually, the raw footage is generally better for verification purposes. But if you're doing editing anyway for the sake of YouTube or something, it's fine as long as your video still meets our requirements. Otherwise, just save yourself some time and go with the raw footage. The only editing that would be greatly appreciated is if your run is a small part of a larger video. For instance, if your run comes halfway through a 4-hour long video, or if your IL time is part of a longer run, please do us a favor and trim your video to the minimum length necessary for us to review it. We get a lot of submissions and if we have to take an hour every submission just trying to find the run, it's not only a huge waste of our time, but it also means we're verifying less runs at a time which can lead to a big backup.

4.2. Submitting Your Time

All that aside, once you have your video, it's time to actually submit it. You'll want to go to our leaderboards on Speedrun.com (<https://www.speedrun.com/cuphead>) and sign in if you have an account already. If not, create one, then go back to the boards. It's not necessary to be looking at the specific main category you're submitting to, though it does automatically fill that in on the form if you do. In any case, you should see a button labeled "Submit run" in the upper right corner of the boards.



Clicking this button will take you to the submission form, which looks like this:

The screenshot shows the 'Add run' submission form on Speedrun.com for Cuphead. The form includes the following fields:

- 1) Category: All Bosses
- 2) Player 1: (empty text box)
- 3) You are: (empty dropdown menu)
- 4) Time without loads: (h m s)
- 5) Time with loads: (h m s)
- 6) In-game time: (h m s)
- 7) Difficulty: Regular
- 8) Version: Legacy

- 1) "Category" — This box represents the main category you're submitting for. If not automatically adjusted for your desired category, be sure to select the correct one.
- 2) "Player 1"/"Player 2" — If submitting a solo run, leave this alone. If submitting a co-op run, there will be two boxes here. Place your partner's username in one of the boxes. Player 1's name will be displayed first, followed by Player 2, so on the boards it appears as "Player 1" and "Player 2."

- 3) “You are” — For solo runs, select Player 1. This will automatically fill in your username into the Player 1 box above. For co-op runs, select either Player 1 or Player 2. It will put your username in the appropriate box. Your partner’s name will need to go in the other box.
- 4) “Time without loads” — If using playing on PC and using the load remover, enter your time here in hours, minutes, and seconds. If you are **not** using the load remover, ignore this box.
- 5) “Time with loads” — If you are playing on a console or otherwise not using the load remover, enter your time here in hours, minutes, and seconds.
- 6) “In-game time” — This box is **only** used for ILs. Enter your time in minutes and seconds here.
- 7) “Difficulty” — Select the difficulty you played on. This ensures that your run gets placed on the right leaderboard.
- 8) “Version” — Select your version subcategory (either Legacy or 1.1+). This ensures that your run gets placed on the right leaderboard.

The screenshot shows the Speedrun.com website with the URL https://www.speedrun.com/cuphead/editrun#All_Bosses. The page has a green header with the Speedrun.com logo and navigation links. A sidebar on the left contains links like Guides, Discord, Streams, Resources, Forum, Statistics, Sub-games, Follow settings, Audit log, Edit game, and Edit theme. The main content area is a form for editing a run. Red numbers 9 through 15 are overlaid on the form fields: 9) Version (dropdown menu), 10) Platform (dropdown menu), 11) Date* (calendar icon), 12) Video link* (text input), 13) splits i/o (dropdown menu), 14) Description (text area), and 15) Submit (green button). Below the form, there is a checkbox for "Automatically verify run*" which is checked. The bottom of the page shows a Windows taskbar with various application icons and the system clock showing 9:06 PM on 2/6/2020.

- 9) “Version” — This box indicates which specific version you played the game on. This does **not** affect which board your run is placed on. Instead, it is a filter, allowing people to sort by specific versions. For instance, the 1.1+ board can contain runs on versions 1.1 and 1.2. Setting this box allows you to identify which version your run was performed on. You can then filter the board by showing, say, only the 1.2 runs.
- 10) “Platform” — Select which platform you performed your run on. Again, this does not affect which board your run is placed on, it only allows people to search for specific platforms (if you wanted to compare your Xbox run only against other Xbox runs).
- 11) “Date” — Enter the date which the run was performed.

- 12) “Video link” — Paste the link to your submission video here. After submission, this gets transformed into an embedded video, allowing people to watch it once verified.
- 13) “Splits io” — An optional box allowing you to embed your splits for a run. This isn’t essential and thus wasn’t covered in this guide, but if you know how to do it and want to, it’s totally up to you. It’s not something we look at during verification though.
- 14) “Description” — If you have any comments about the run, leave them here. Many people will comment about how they think the run went, highlight key points of the run, complain about bad parts, etc. You can also leave notes for the moderators here if needed. Just remember that the description will be publicly visible if your submission is verified, so just keep it appropriate.
- 15) “Submit” — After the entire form is filled out correctly, click the “Submit” button. The mods will then get a notification that your run has been submitted and will get to it as soon as we can.

* As a note in the picture above, ignore the “Automatically verify run” box. That’s for moderators only, and you will not see it on your form.

4.3. After Your Submission

So you submitted your run. Now what? As far as the submission process is concerned, your job is done. You can go back to doing more runs!

A few notes, real quick:

- If, after submitting a run, you realized you made a mistake, you should be able to edit your run. Go to your profile, find “Pending Actions” on the left-hand menu, and you should see a box labeled “Runs awaiting verification.” Clicking that link, followed by the three dots by your time will give you the option to edit your run. Ideally, you should never need this, but we’re all human.
- The mods can also edit runs as necessary, so if you’re uncomfortable with doing it yourself, let us know. If you don’t realize you’ve made a mistake, chances are we’ll catch it anyway.
- After we’ve reviewed your run, you’ll get a notification either saying we verified it or rejected it. If we reject it, the notification will give a reason why. If you have questions about the reason given, feel free to reach out to us.

5. Frequently Asked Questions

5.1. Platform Differences

Cuphead is pretty widely available across a number of platforms, and we accept runs on all of them. However, there are some notable differences in these platforms, most notably

between PC and consoles. These differences make PC runs the most preferred way to speedrun Cuphead. Highlighted below are a few key differences.

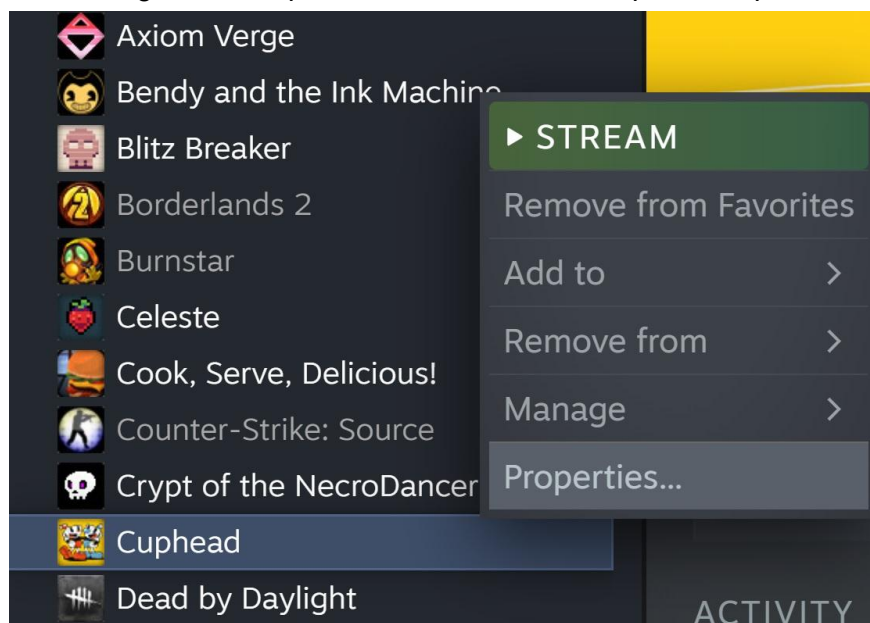
PC	Console (Xbox, Switch)
Able to revert to prior versions (Steam, GOG)	Once updated, you're stuck on that version
Able to utilize autosplitter/load remover (except Windows 10 store version)	Unable to utilize autosplitter/load remover
Load times can vary on hardware, though generally faster than console	Generally longer load times

5.2. Switching Game Versions

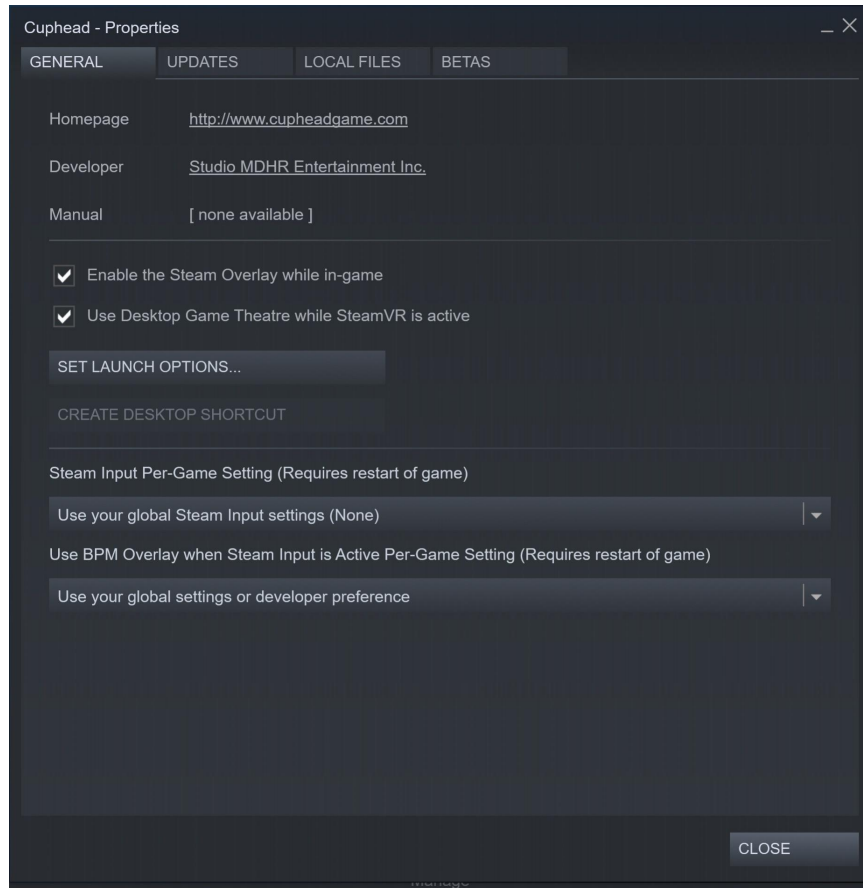
5.2.1. Steam

If you own Cuphead on Steam, you can change which version of the game you're playing. This is useful for reverting to older versions, before certain glitches and exploits get patched out. To revert to an older version on Cuphead, follow these steps:

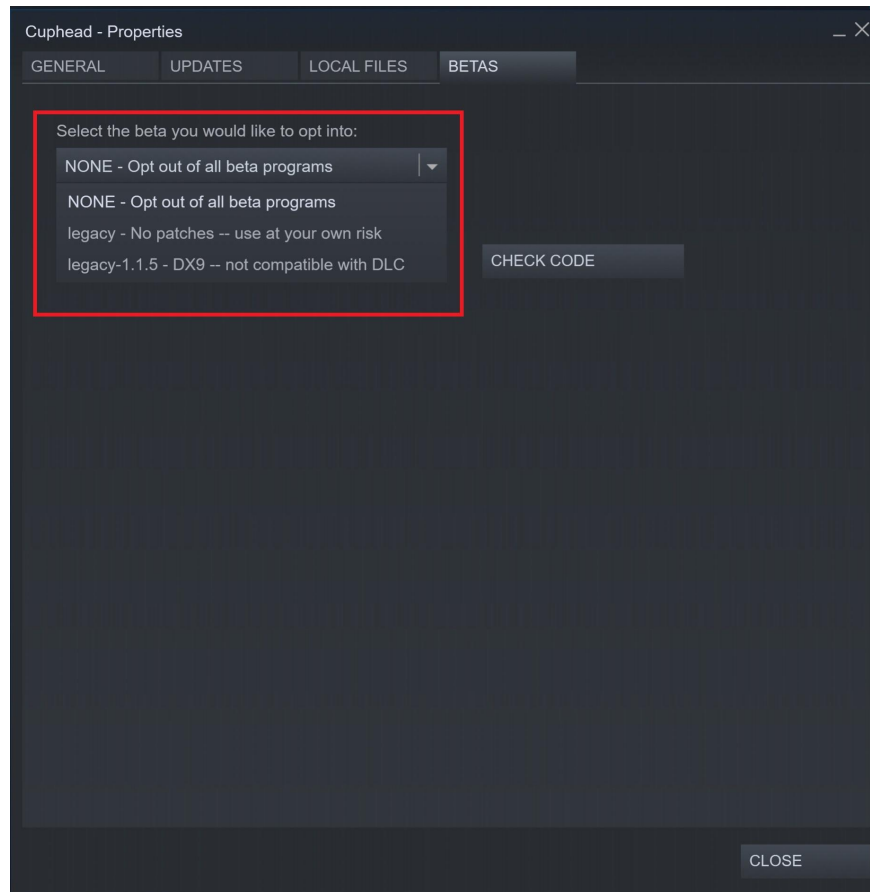
1. Find Cuphead in your Steam library.
2. Right click Cuphead, and select the "Properties" option.



3. In the pop-up menu, select the "Betas" tab.

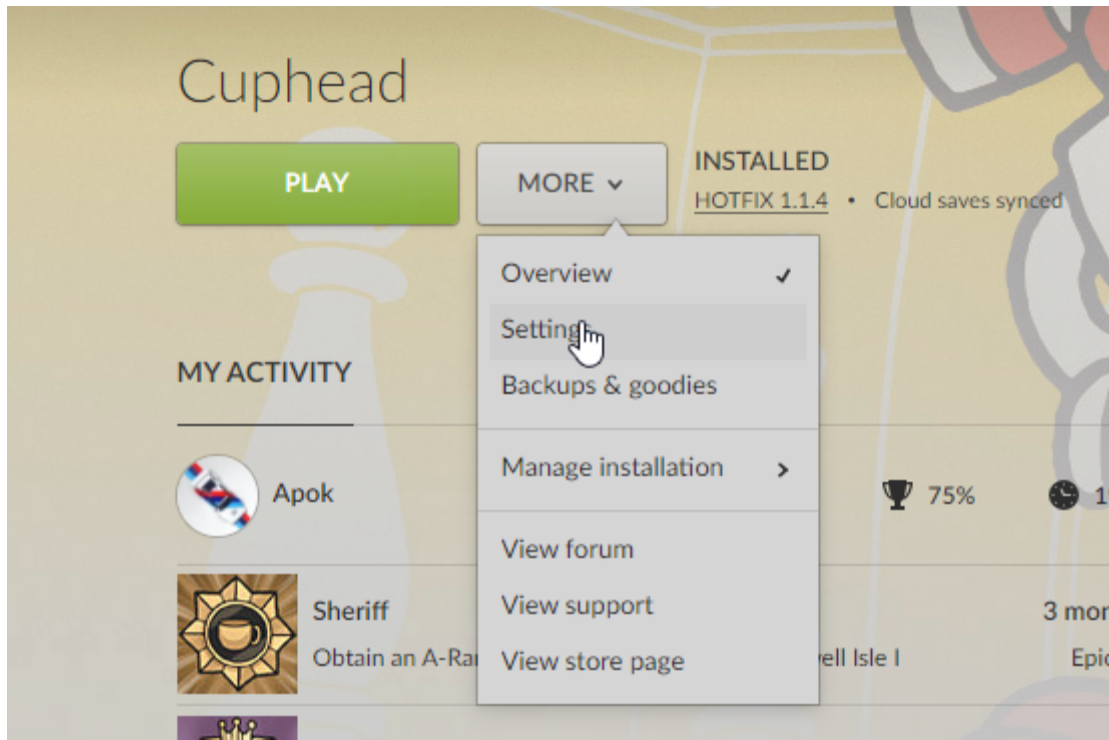


4. In the first drop-down box, select your desired version. "Legacy" is the original v1.0, and "Legacy 1.1.5" is used for v1.1 runs

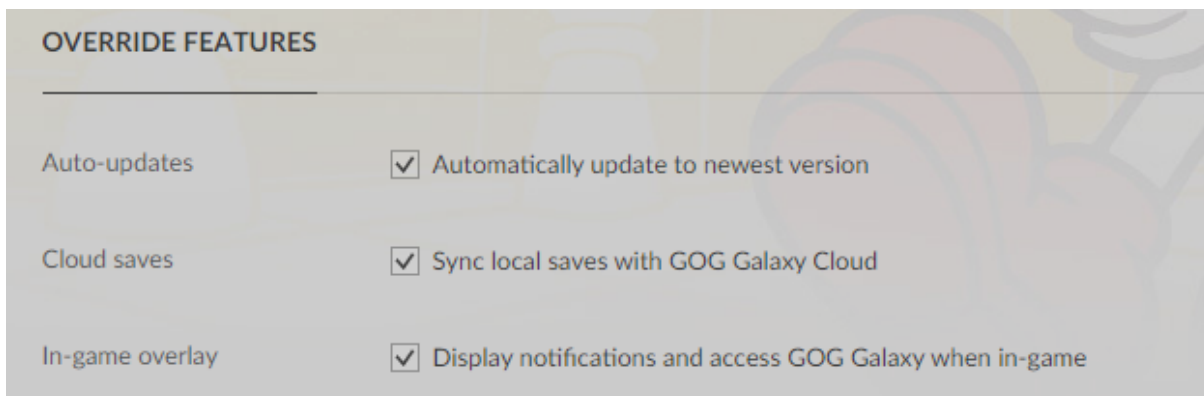


5.2.2. GOG (guide courtesy of Apok)*

- 1) Make sure you installed the game throughout the GOG Galaxy client which is a program similar to Steam (instead of downloading directly from gog.com where you can only get the latest version). The client can be downloaded [here](#).
- 2) In the GOG Galaxy client, go into the game setting for Cuphead.



3) Uncheck auto-updates.



4) Select the “legacy” version of the game, which is the “20170929” (last bullet in the below picture)

OVERRIDE FEATURES

Auto-updates ☐ Automatically update to newest version

Version
Keep in mind that rolling back to an earlier version might cause save files to become incompatible.

☒ hotfix 1.1.4 – 8 months ago
☐ patch 1 – 9 months ago
☐ 20170929 – a year ago

Cloud saves ☒ Sync local saves with GOG Galaxy Cloud

In-game overlay ☒ Display notifications and access GOG Galaxy when in-game

* GOG currently does not allow reversion to the original v1.0. Allegedly, this is a bug, but for the time being, you're limited to v1.1 onwards.

5.3. Other Questions

5.3.1. What's the difference between Any% and All Bosses?

The simple answer is “not much.” The main difference lies in the ending of the run. The final boss (the Devil himself) is actually optional. Prior to this fight, you'll be asked to turn in all the soul contracts you've collected. Doing so gives you the bad ending, in which you don't fight the Devil and instead become his lackeys. Refusing the Devil's request leads to the fight, which leads to the good ending, though this longer. In the All Bosses category, this fight is required; however, in Any% it is not. This then affects when the timer is stopped. Any% is also a bit less restrictive since it allows for the use of Menu Glitch (which is banned in every other category).

5.3.2. Why are the rules for Simple different than for Regular/Expert?

Due to the way Studio MDHR designed Simple, it is technically impossible to beat the game on this difficulty. Defeating bosses on Simple does not award you a soul contract, and though the game will allow you to progress through each Isle just by beating each boss, it is impossible to start the King Dice fight without collecting all the soul contracts. Therefore, you can never reach the credits and complete the game. The rules for the Simple categories are thus created with this design in mind.

5.3.3. I have an idea for a category. Can you add it to the boards?

We are currently not accepting ideas for new categories. As it stands, we already have a wide variety of categories, encompassing many different playstyles. While we appreciate your creativity, we simply cannot create a new category for each and every variation of the run.

That said, don't give up hope. We strongly encourage you to run the game however you want to run it, regardless of whether we can track it. In addition, feel free to share your ideas with the community, as I'm sure others would be interested in trying them out. In fact, most of our category extensions started out in precisely this manner, so you never know what can happen!

5.3.4. [I submitted a time with loads, and it's been verified, but I can't find it on the boards. Where is it?](#)

If your run has been verified, rest assured it is on the boards. However, the primary timing method we use is time without loads. Thus, that's how our boards are sorted. The boards will list all runs with loadless times first, then will move on to runs only using time with loads and thus even if your time with loads is faster than a run with a loadless time, it will be placed beneath it on the boards.

If you want to more accurately compare your time against other runs using real time, click the "Time with loads" column. This will organize the runs by real time, so you can see how you stack up. Note that not all runs have a real time attached, and these will show up at the bottom of the list if sorting in this method.

5.3.5. [I submitted a console run, but you said it's unfair to compare them to PC runs. How do I compare my run to other console runs?](#)

You'd be correct that it's not fair. Even comparing real time runs on PC to real time runs on console is unfair, due to major differences in loading times. If you want to only compare your run to others on your console, you'll need to filter the boards. To do this, you'll want to go to the "Filter" drop down menu at the top of the boards. Here, you can choose to filter by platform, version, whether or not a run has video, whether to show obsolete runs, or to filter by a certain date.

Using these filters allows you to directly compare your runs to others using the same restrictions (e.g. comparing Xbox runs only to other Xbox runs). You can also combine filters to show, for instance, all Xbox runs using versions 1.2 in a given category.

5.3.6. [What are your plans for the upcoming DLC?](#)

To put it simply, we don't know yet. Though we know generally what the DLC will contain, we don't know specifically how it will impact both the game and the speedrun. Heck, we don't even have a release date yet. Thus, at this stage, it's impossible to plan anything regarding the DLC.

That said, we've taken some steps to better organize the boards over the past few months in preparation for this addition. Once we have a better understanding of how the DLC will affect the game, we'll be able to start deciding how to handle it. Even then, once we're able to make changes, they won't be done overnight. It'll take healthy doses of community discussion

in order to figure out the best way to implement the DLC. When this time comes, we ask that you please be patient so that we may quickly and efficiently do so.

6. Conclusion

I hope you found this guide useful. I realize it can be a lot to take in at first, especially if you have no idea where to start. This saying has become a bit of a cliché at this point, I think, but the Cuphead community is very open and welcoming to everyone. Many of our most active runners have been practicing for countless hours and would be delighted to answer any lingering questions you may have about run strategies. Likewise, our moderators would be happy to answer any questions you have about the leaderboards or anything found in this guide. Please feel free to reach out to any of us via Discord or our forums (<https://www.speedrun.com/cuphead/forum>).

Again, I want to welcome you to the wonderful world of Cuphead speedrunning. There's a lot the game has to offer from a speedrunning perspective and we couldn't be happier that you've chosen to join us in tackling it!

7. Useful Links

Provided below is a list of useful links for easy reference. Please make use of them as you see fit.

7.1. Leaderboards/Community

Leaderboards: <https://www.speedrun.com/cuphead>

Extension Leaderboards:

https://www.speedrun.com/cuphead_category_extensions/full_game

Discord: <https://discordapp.com/invite/2BcMwEd>

Cuphead Forums: <https://www.speedrun.com/cuphead/forum>

7.2. Recording/Streaming Equipment

LiveSplit: <http://livesplit.org>

OBS: <https://obsproject.com>

XSplitt: <https://www.xsplit.com>

7.3. Tutorials

Version Differences (by SBDWolf): <https://www.speedrun.com/cuphead/guide/g95nu>

(Run tutorials to be added later)