

Self Simulated Speedrun Contest 2025 (+ gamescom on-site contest) – Official Rules

Organizer: 2nd Law Games

Submit Form: <https://tally.so/r/npEK68>

1. Eligibility

- Open worldwide to participants aged 18 or older.
- **Minors** may participate with permission from a parent or legal guardian.
- Employees, contractors, and immediate family members of 2nd Law Games or ModRetro are not eligible to win.
- Void where prohibited by law.

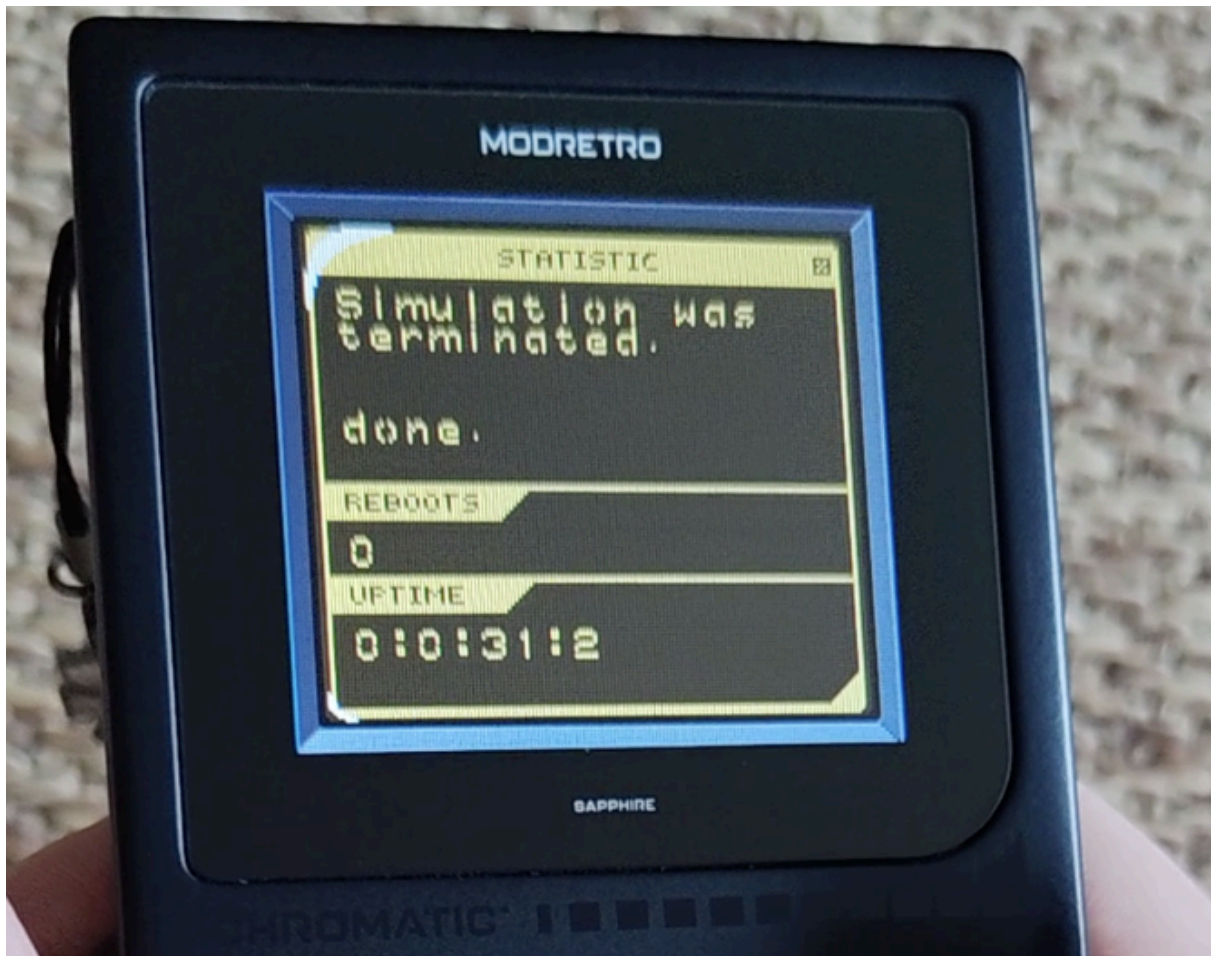
2. Contest Period

- The contest begins on **August 16, 2025** and ends on **August 24, 2025 at 23:59 CEST (Central European Summer Time, UTC+2)**.
- Entries submitted after the deadline will not be considered.

3. How to Enter

1. Download the special contest version of Self Simulated ("Self Simulated Speedrun Event") from:
<https://2ndlawgames.itch.io/selfsimulated> (file: *Self Simulated Speedrun Event.gbc*).
2. Play the game on **any platform** you like — original Game Boy Color, ModRetro Chromatic, emulator, etc.
3. Record your **entire run** in a single, **unedited** video (handheld gameplay or screen recording).

4. The **in-game timer** must be clearly visible at the end of your run.



(In-game timer on the “statistic” screen at the end of the Speed Run Event Game)

5. Upload **one single post** containing your video to YouTube or Twitter (X) or Bluesky or Instagram or the official Reddit contest post, and tag **2ndlwgames** when possible on the platform you choose:
- [Bluesky](#)
 - [Twitter/X](#)
 - [Instagram](#)
 - Official Reddit contest post
6. Fill out [the submission form](#) with the URL to your post/video and your email address.

7. Only **one entry per participant** will be counted (if there are multiple, then we'll pick any of it).

4. Determining the Winner

- The winner will be selected during the week following the end of the contest.
- The winner will be the player with the **fastest completion time** shown on the in-game timer.
- The video must be continuous and unedited. Altered or manipulated videos will be disqualified.
- In the event of a tie, the earliest submitted valid entry will win.
- The organizer's decision is final.

5. Prize

- **1× ModRetro Chromatic Gorilla Glass Edition Handheld**
- **1× Physical copy of Self Simulated**
- Prize is non-transferable, non-exchangeable, and cannot be redeemed for cash.
- Shipping will be covered by the organizer. Customs or import fees (if any) are the responsibility of the winner.

6. Notification


- The winner will be announced publicly within 7 days after the contest ends.
- The winner will be contacted via the platform they submitted their entry on. If no response is received within 14 days, the prize may be awarded to the next eligible participant.

7. General Conditions

- By entering, participants agree to have their name or username, and gameplay footage shared publicly for contest results and promotional purposes.
- The organizer reserves the right to disqualify any participant suspected of cheating, using unfair methods, or violating these rules.
- The organizer reserves the right to cancel, suspend, or modify the contest if necessary due to unforeseen circumstances.
- This contest is not sponsored, endorsed, or administered by YouTube, Twitter, Bluesky, Instagram, or Reddit.

Special Gamescom 2025 On-Site (Extra) Challenge

- From **Thursday, August 21, 2025 to Sunday, August 24, 2025**, visitors can participate in a special on-site version of the contest at the **ModRetro booth at Gamescom 2025**.
- Each participant will have **three attempts** to set their fastest time using the provided hardware at the booth.
- The in-game timer will be used to determine the best time.
- Participants must leave their **contact information** (email address) with the booth staff to be eligible for the prize.
- The **on-site winner** will be notified at the end of the contest period and will receive **one physical copy of Self Simulated** (no Chromatic included).
- On-site participation does not affect or replace the online contest — both are judged separately.

 *Good luck, speedrunners!*