(Anything not saved will be lost.)

Building wikis and other resources for speedrunning

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An open-ended story

- Think back: you are 14.
- You see a video or a stream of someone playing one of your favorite games.
- They're playing it strangely.
- You want to understand more.
- You search the web.
- What would you find?

Why?

Information is awesome

- A lot of interesting information is discovered and created by speedrunning communities:
  - Game mechanics
  - Glitches, tricks, and skips
  - Version and language differences
  - Routes, beginner guides, tutorials
  - Game and category rules
- Communities have history
  - Runners, glitch hunters, reverse engineers, and other community members
  - World records, route changes, and milestones
  - Community events, marathon/exhibition runs

Information is fragile

- Information can be hard to find
  - Buried in old forums, Twitter posts, Discord discussions, random YouTube videos
  - Discovery via community memory
  - Outsider unfamiliarity
  - Search engines are often unhelpful.
- Information is lost all the time
  - Websites taken offline, posts deleted, accounts made private
  - Link rot
  - Community members leave
  - People just forget

My story

- Played Okami in Spring 2019
- Found the speedrun.com page
- Immediately looked at the guides section, found a route, and tried to run.
- Couldn't understand the route.
  - I could've easily bounced.
- Immediately started rewriting the route from scratch in a Google Doc as the NG Any% Beginner Route Guide.
- We had a wiki, but there were barely any pages, so I helped create and expand dozens of pages.
- I got a lot of help from older community members
- What was it like for you?
- What is it like right now in your communities?

How?

Making information available

- Places to collect existing information
  - Discord #resources channels
  - Google Docs/Sheets
  - YouTube playlists
  - Forum posts
  - Static HTML (e.g. GitHub/GitLab/CloudFlare Pages, neocities.org)
  - **Wikis (e.g. MediaWiki)**
- Other tools
  - Speedrun.com Guides and Resources
  - Custom websites (e.g. ZeldaSpeedRuns.com)
  - StratDB.app
  - Carrd.co
  - Markdown (GitHub, Reddit, cohost.org, etc.)

Ideals

- Discoverability, searchability
  - Ability of unfamiliar folks / new community members to find relevant information
  - Search engines
  - Cross-linking between resources
  - Major issue for Discord and Google Docs
- Community Contributions
  - Empower community members to learn and add their knowledge.
  - Everyone works at their own pace.
- Backup, preservation
  - Protections against information being lost
  - Web archival services (e.g. web.archive.org, archive.is)
  - Built-in archival tools (e.g. Git fork/clone, MediaWiki Special:Export/Import)
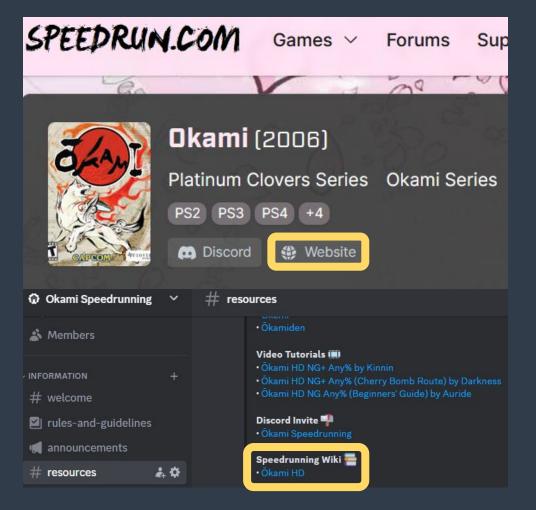- Transferring ownership
  - The owner of a document, domain, server, etc. may not want to manage it or pay for it forever.

Contributing

- Do you already have a place you can build-up and improve?
- Do you already know things that aren't written down, or that are hard to find?
- Can you ask questions of other community members are write down their answers?
- Can you test and research and share what you learn?
- Can you motivate others to keep contributing?
- A great way for anyone to get involved in a community.
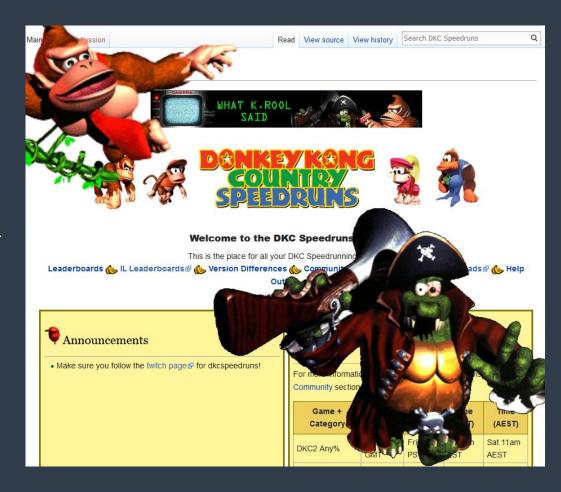
Connecting people with the resources

- Link to your resources EVERYWHERE.
- When people ask questions, show them the answers in your resources.
- Make your resources the easiest place to find answers.

Wikis – Examples to learn from

- Super Mario 64: ukikipedia.net
- Donkey Kong Country: dkcspeedruns.com
- Pizza Tower: pizzatowerspeedrunning.wiki.gg
- Okami: okami.speedruns.wiki 💖
- Ocarina of Time 3D: zeldaspeedruns.com/oot3d

Newcomer Info

- Intro to speedrunning your game
- Can they run with the version they have? Do they need a specific version, console, or other hardware/software?
- What's interesting about each category?
- Explain rules in beginner-friendly terms.

Intro to Okami Speedrunning

Contents [hide]

Ōkami [edit]

Ōkami is an action-adventure game originally released for the PlayStation 2 in 2006, and since re-released and remastered on several other platforms. In terms of gameplay, it's similar to most 3D Zelda games; The player goes through various dungeon-like areas, solving puzzles, obtaining new abilities, and defeating bosses to progress across the world and defeat a final antagonist. This similarity extends to the realm of speedrunning, where various tricks, techniques, and glitches can be used to speed up or skip segments and sequences of the game to reach the end faster.

All are welcome to join the Okami Speedrunning Discord to ask questions and get help getting started.

Versions [edit]

Main Article: Game Version

Glitch / trick explanations

- Describe the trick and what it does.
- Explain what is skipped.
- Estimate time save.
- Explain when the trick is useful or not useful.
- Link to other pages which explain related tricks or underlying mechanics.
- Link to video demonstrations.
- When possible, record the history of a trick's discovery and development.

Shin Warp

Note: This page describes a glitch, trick, or exploit. To see others, click here.

Explanation [edit]

By performing a Brush Adventure, it's possible to Bloom the cursed patch in Kusa Village from which the Canine Warrior Shin emerges. This can be used to warp directly to Shin after feeding Chi, saving about 10s compared with running around through Susano's cutscene trigger. This is only useful in routes which also perform Early Sasa Sanctuary, as otherwise the time spent in the brush would simply stall the day-night timer. This would delay nightfall, which is required to fight the Cutters and access Sasa otherwise.

Demonstration: https://youtu.be/rm6L7BsprwU

History [edit]

This trick was first discovered by 27kan on 01 Oct 2019 in this video:
https://twitter.com/kkbase515/status/1179072028093009920 (mirror)

Category: Glitches

Route guides

- Summarize the rules.
- Go over every segment step-by-step
- Provide a table-of-contents for easy navigation
- Provide screenshots, diagrams maps, etc.
- Link to other pages explaining techniques and skips
- Link to video demonstrations for things not covered by other pages
- Link to other resources, such as files, practice tools, splits, auto-splitters, etc.
- Link to pages with older versions of the route.

NG+ Any%

Contents [show]

Rules [edit]

- Must start game from a fresh NG+ file.
- Run must be single segment.
- Only IGT (in game time) is counted for leaderboards.
- For timing, runners usually begin time at the first cutscene and end time when Yami dies.
- These routes are based on the KT glitch and therefore are only possible on PS2, PS3, and Wii versions of the game.

File Setup [edit]

A NG+ file is setup after beating the game and choosing to save. In order to optimize menu-ing in the route, the following items are recommended to have at the end of the game:

- At least 1 Karmic Transformer (Preferably all 9)
- All 100 stray beads
- Peace Bell
- At least 52 large exorcism slips (more is always better)
- Gold dusted eighth wonder
- Gold dusted resurrection beads
- Gold dusted exorcism beads
- Gold dust tudra beads. Even though they go away when you you start a ng+ file they will stil

Game mechanics

- Study the way the game works.
- Give any advice that might be relevant, even if it's not useful in a major category.
- Plain language + technical language

Fight Strategies

Explanation [edit]

Each battle in Okami, whether it be caused by a scripted trigger, a devil gate, or a demon scroll, includes a predetermined selection of enemies. While the enemies spawn in random locations within the battle barrier, we can still construct set strategies for each fight to defeat every enemy quickly and efficiently.

Common Tools [edit]

- **Divine Instrument** (DI) - Ammy's basic attack in general. In most categories, Reflectors or Glaives are used, while Rosaries are rarely used as the main weapon.
  - When using glaives, it is often preferred to use charged aerial glaive attacks, as the landing hitbox has 4 hits dealing multiplied damage. This can be combo'd into a sub-weapon attack. Reflectors are generally better used on the ground, as their aerial attack stalls Ammy and has poor range.
- **Sub-weapon** (SW) - Ammy's secondary attack. In categories which use a SW, the Life Beads (from Crimson Helm) or Tundra Beads (purchased for NG+ saves) are used due to their extremely high burst damage at close range.
- **Power Slash** (PS) - As a responsive brush technique able to deal damage to multiple targets at once, PS sees a great deal of use in all categories. It is also the most common Floral Finisher by far, for NG AB and Top Dog.
- **Cherry Bomb** (CB) - A more challenging brush power which deals massive damage to

Glossary/Terms

- Define basic language for describing gameplay
- Try to derive terms from in-game/official text
- Include anchors/row ids to allow linking to a specific term.

Glossary

This page lists common terms and abbreviations with specific meanings in Okami Speedrunning.

Term ⬍	Definition ⬍	Synonyms/Related Terms ⬍
Dash	When Ammy runs at elevated speed on the ground. There are two levels of dash: green and gold, indicated by the color of the trail behind Ammy. Prior to obtaining Bloom, green dash has no flowers, and gold dash is green with flowers. Green dash is about 30% faster than walking, while gold dash is about 30% faster than green dash. See Speed Restoration for more information.	Speed
Trigger	Loading zones, scripted fights, cutscenes, etc. begin when Ammy enters a certain region of space. These spaces are called triggers. All triggers are either cylinders or polygonal prisms, where the sides are aligned with the vertical axis. They always have a defined upper and lower bound/height.	Cutscene trigger, trigger volume
Tackle	When Ammy performs a basic forward-moving attack on the ground or in the air. This is also Ammy's initial attack on the ground when she has no Ink in battle. On the ground, performing a tackle immediately grants Ammy green dash. Performing a tackle into a wall will result in an upward bounce away from the wall (usually called a "tackle bounce"). See Air Ground Tackle for more	Dash (Not to be confused with high-speed running), Air tackle, ground tackle

Reverse Engineering

- Useful/notable memory addresses
- Explanations of in-game values, structures, units, bitfields, identifiers, etc.
- Collision visualization
- Explain how the programming affects actual glitches, tricks, techniques, etc.
- Link to external tools/repositories, such as Cheat Engine tables, ReClass.NET structures, Ghidra files, etc.
- DO NOT VIOLATE COPYRIGHT. DO NOT DISTRIBUTE GAME ASSETS.

Ink

Note: *This page describes a unit used in Okami. To learn more about the values representing quantities of these units, see Reverse Engineering.*

Explanation   [edit]

Ammy's level of ink in-game is represented using a signed int (4 bytes). Every 15360 units of ink is equivalent to 1 ink pot in the interface. By default, she has a maximum of 46080 ink (3 ink pots), which can be upgraded using praise.

Mechanics   [edit]

- When the brush is opened, Ammy's Current Ink (main.dll+B205D8) is copied to an address henceforth called "Revert Ink" (main.dll+8928A8), and the same value minus 15360 is copied to another address called "Target Ink" (main.dll+8928A4).
- As you draw on the canvas, Current Ink steadily decreases at a rate of 64 per frame of brush movement (including for the first frame the brush is pressed, e.g. for a dot). This gives Ammy a maximum of 240 frames, or 8 seconds, of drawing time per canvas.
- The difference between Current Ink and Target Ink represents the amount of ink left in the ink pot at the top-right of the canvas. If you continue drawing until Current Ink falls below Target Ink, the ink pot becomes empty and the Canvas is forced closed.
- The Canvas will also be forced closed if Ammy tries to draw more than 30 separate brush strokes, regardless of Current Ink and Target Ink. The number of brushstrokes on the current canvas is stored at address main.dll+888C58.

Community History and Events

- Marathon runs, charity events
- Races
- Polls
- Rule changes
- New categories
- World record histories

List of Marathon Runs

This is a list of Okami speedruns performed for entertainment at marathon events, such as Games Done Quick.

Date	Event	Category	Runner	VOD	Not
June 3, 2013	SRG Marathon II	NG+ Any%	Chrono23	https://www.youtube.com /watch?v=VCFy9nK9rG4	
July 25, 2013	SGDQ 2013	NG+ Any%	Scintillia aka fanqiechaodan aka 520	https://youtu.be /uVXGFhA5Tag	Opening ru marathon
February 21, 2015	Playstation Marathon	NG+ Any%	Pillsofdeath	https://www.twitch.tv /videos/41103791	
May 11, 2015	Speed Game	NG+ Any%	Pillsofdeath	https://www.youtube.com /watch?v=AWMsVbO_kj0	French speedrunn
December 14, 2015	Scrubathon IV	NG+ Any%	lEternalDarkness	https://www.twitch.tv /videos/29892014	
January 30, 2016	Pre-ESA 2016	NG+ All Brushes	Kinnin11	https://youtu.be /eANmtRj91to	
April 3, 2016	BSG Monthly #2	NG+ All Brushes	Kinnin11	https://www.twitch.tv /videos/59915935	

Building out a wiki

- Start with basic pages.
- Any time something could be its own page, make it a [[link]].
- Regularly check out the Special:Wanted pages and Special:Short pages lists. What can you create or expand?
- Look at existing spread-out or inaccessible resources. Can that information be brought together?
    - When a new glitch/tech video is posted, can that be added to an article? Can a new article be made?
    - When someone asks a question, can it be answered with a wiki article? Can you create that article?
- Create redirects in every place you looked for something before you found it.

Wanted pages

List of non-existing pages with the most links to them, excluding pages which only have redirects linking to them. For a list of non-existent pages that have redirects linking to them, see the list of broken redirects.

Showing below up to **22** results in range #**1** to #**22**.

View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)

1. String Tables (3 links)
2. 1 Frame Jumps (1 link)
3. Animal ID Table (1 link)
4. Blight (1 link)
5. Cheat Engine Scripts (1 link)
6. Crimson Helm (1 link)
7. Drop Table (.RNI) File Format (1 link)
8. EZ Clip (1 link)
9. Early Sasa Sancturay (1 link)
10. Enemy ID Table (1 link)
11. Evil Rao (1 link)
12. Exit Destination (.JMP) Format (1 link)
13. Lechku & Nechku (1 link)
14. Merchant (1 link)
15. Nagi (1 link)
16. Nechku (1 link)
17. Ninetails (1 link)
18. Oki (1 link)

From the ground up

You can get the ball rolling

- Creating a website or wiki is hard but well-understood. **You can learn how.**
- Ask for help - within and outside your community!
- You can be the driving force even if you aren't the expert.
- Once the ball is rolling, it gets much easier.

Static HTML – GitHub/GitLab/Cloudflare Pages, Neocities

- Pros
  - Free way to host basic web pages
  - Pages generally load very fast
  - Basic HTML and CSS are easy to learn
  - JavaScript
- Cons
  - Some things are difficult or impossible without a dedicated server/backend
  - Contributing can be difficult without direct account creation/user editing.
    - Can use Git collaboration features
  - Revision history may be difficult to view, unavailable
  - JavaScript

Static HTML – Examples

- one.livesplit.org
  - A version of LiveSplit in the browser
- ootbingo.github.io/bingo/bingo
  - Ocarina of Time Bingo
- peter.website/web-sploosh-kaboom
  - Wind Waker Sploosh Kaboom minigame optimal move calculator
- dshepsis.github.io/OkamiMap
  - A catalog of every treasure and animal in Okami, with in-game images.

TL-BR	COL1	COL2	COL3	COL4	COL5
ROW1	Map & Compass in Dodongo's Cavern	Defeat Amy (Green Poe)	Green Gauntlets	10 Songs	Open 50 Rupee chest in Wasteland
ROW2	Fill 20 Item Inventory Slots	Defeat Big Octo	Defeat all Lizalfos in Dodongo's Cavern	Beat Jabu-Jabu's Belly	All 5 Skulltulas in Fire Temple
ROW3	Light Arrows	Free all 9 Gorons in Fire Temple	Map & Compass in Spirit Temple	All 8 Death Mountain area Skulltulas	Ganon's Castle Boss Key
ROW4	Plant bean in Death Mountain Crater	7 Different Bottled Contents	Map & Compass in Forest Temple	Fire Medallion	All 3 Elemental Arrows
ROW5	1 Unused Small Key in each Adult Dungeon	9 Hearts (no duping)	All 3 Skulltulas in Ice Cavern	Bottled Fairy	Open Forest Temple Boss Key Door
BL-TR					
BOARD					

OoT Bingo **v10.3.2**   Seed: **506853**   Card type: **Normal**

Setting up MediaWiki

- There are many options for creating a wiki
  - Wiki Farm - An organization hosts many other people's/orgs' wikis on their servers
    - Some are free, e.g. Miraheze
    - Sacrifice control and reliability
  - Host - A web server owner offers specialized hosting for wikis
    - More effort, more more control/flexibility
    - Think $20-100 per year
  - Virtual Private Server (VPS) - A generic cloud server which you load MediaWiki software onto yourself
    - Similar to above, but with more setup. Compare pricing.
  - Self-Hosted - You use your own hardware as a web server and load MediaWiki onto it.
    - May be cheap if you already have the hardware and bandwidth.
    - Do you really want to be a webmaster for your community?
    - Does your community really want you to be their webmaster
- See mediawiki.org/wiki/Hosting_services and mediawiki.org/wiki/Manual:Installing_MediaWiki

Custom Domains

- A URL you own can be transferred between hosts/services
- Domains are bought from registrars like porkbun
- Owning a domain usually costs $4-$50/year
- GitHub/GitLab/CloudFlare Pages and Miraheze support custom domains for free for public repositories.

Replication

- Just because information is documented doesn't mean it's 100% correct.
- Test claims
- Add corrections and clarifications when information is wrong or incomplete.
- Record video demonstrations
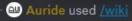
Backing up videos

- Twitter, Twitch, YouTube, etc. videos can often become privated or deleted without warning.
- yt-dlp can download videos from most platforms: github.com/yt-dlp/yt-dlp
- Always ask the original uploader before re-uploading a video, if possible.
- Uploading videos to wikis or self-hosting them can be expensive in terms of space and bandwidth costs. Mirroring on YouTube may be preferable.

Discord bot /wiki command

- MediaWiki has a fairly powerful API.
- Searching doesn't require authentication.
- Endpoints located at https://myWikiName.com/api.php?
- Documentation at mediawiki.org/wiki/API:Main_page
- Example discord.js bot code for a /wiki search command: github.com/dshepsis/Autoride/blob/main/commands/wiki.mjs

/wiki title: **City**

Auride used /wiki

Autoride BOT Today at 10:51 AM
https://okami.speedruns.wiki/City_Checkpoint_Skip

Ōkami Speedrun Wiki

City Checkpoint Skip

Note: This page describes a glitch, trick, or exploit. To see others, click here.

```
https://okami.speedruns.wiki/api.php?action=query&list=
search&srsearch=${sanitizedQueryComponent}&srlimit=1&
format=json
```