Geometry Dash Leaderboards

With Geometry Dash being about completing levels, it is only natural to want to compare your gameplay with others. This can be done through various leaderboards found in-game, which are divided into Statistical and Level Leaderboards. Both are covered in-depth in this document. Additionally, to ensure the legitimacy of players on the Leaderboards, we provide some guidelines to follow. This includes what happens if you break them.

Other Languages

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Statistical Leaderboards

Global

The Global Leaderboard is the main one, and is seen in figure 1 below. It shows players in order of Stars, the statistic to the right of each player's username, ranked from highest to lowest. As you may know, Stars are rewarded when you complete the main levels, but also by playing rated user levels, for example through the Featured list. The amount of Stars vary from 1 to 10 depending on the Difficulty of the rated level.

Figure 1: The Global Leaderboard.

The number below each icon is the respective player's rank, and you can only see 25 of the players that are closest to you in rank. Global Rank is also displayed in the top left on profiles. Note that you need at least 500 Stars to be eligible for a rank and a placement on the Global Leaderboard. Even after you have reached this, it may take some time before you appear on it. This is

because RobTop manually refreshes it every now and then. Note that [banned](#) players lose their Global Rank and are excluded from this leaderboard entirely.

Top 100

As the name implies, this leaderboard shows the top 100 players. It is also ranked by Stars. However, unlike the Global Leaderboard, a player has to be manually whitelisted by a Leaderboard Moderator to appear here. The whitelist actually contains the top 1000 players by Stars, but only the top 100 are visible in-game. This means that you cannot get a Global Rank above 1001 without being whitelisted. This is done to ensure that cheating, such as modifications to statistics, cannot ruin the integrity of the ordered list.

Friends

Similar to the above leaderboards, this is also ranked by Stars. Unlike the others, though, it is not affected by bans nor whitelisting. This is because it only includes players you are friends with. You can send a friend request to any user by clicking the middle button at the bottom of their profile.

Creators

This is the only Statistical Leaderboard that is not ranked by Stars. Instead, it is ranked by Creator Points, which is the statistic shown on the far right for each player (indicated by a hammer and wrench). It is gained by creating a level that gets rated by RobTop. This leaderboard is not affected by bans.

For more information about the Rating System:
https://www.boomlings.com/GDRating

For more information about creating in general:
https://www.boomlings.com/GDEditor

Level Leaderboards

Classic Levels

The leaderboards for both Classic and Platformer levels are found on their level page. It is opened by clicking the trophy button, which is seen on the far right of figure 2. This figure shows an example of a leaderboard for a Classic level. By default, it shows players globally in order of highest completion progress, indicated as percentage. If there are ties, such as in this example with multiple people having 100%, it is ordered by amount of User Coins collected if the level has them. However, if User Coins are also tied for several players, or the level does not have User Coins, time of completion is the tiebreaker. This means that whoever submitted the tied score first is shown first. Scrolling down lets you see up to 200 players.

Figure 2: Classic Level Leaderboard.

As mentioned, the default view shows players globally, indicated by the "Top" button on the right side of the menu. With the other buttons, you can switch to viewing scores by your friends or limit it to scores from the last week. The top right button with a circular arrow is simply there to force an update of the leaderboard, as it does not update automatically.

Note that your score is never submitted automatically upon getting progress or completing a level; you have to open a level's leaderboards for your score to be submitted. If you want your scores to appear on the levels you play, it is worth making a habit of opening the Level Leaderboards when you gain progress. This is particularly useful for tiebreakers by submission time.

Finally, it is worth noting that some harder levels, such as Extreme Demons, operate with a whitelist for their Level Leaderboards. This is because they are hard enough that few players will be able to make substantial progress on them, which makes them a target for cheaters with illegitimate scores. As a result, only whitelisted players will be able to submit scores to the affected Level Leaderboards. Note that this is a separate whitelist from the one mentioned for the Top 100 Leaderboard.

Platformer Levels

Since gameplay of Platformer levels does not go left to right at a set rate for every player, their leaderboards focus on either Time or Points. An example of the former, which is the default view, is shown in figure 3. Here, scores are sorted by fastest completion time from start to finish. This means that you have to complete the level for your time to appear.

Figure 3: Platformer Level Leaderboard.

As in Classic Level Leaderboards, there is a tiebreaker, which is only by when the score was submitted; whoever submitted a tied score first shows first. You can also switch to "Friends" or "Week" here, as well as forcefully update the scores. However, there is an additional "Local" button, which lets you see your personally submitted scores. This is useful to keep track of your Time progress on a Platformer level, for example if you are trying to speedrun it. As with Classic Level Leaderboards, you have to make sure to open them each time to submit your score.

Platformer levels also have another leaderboard, which is opened by clicking the coin symbol (indicated by a "P") on the left side of the menu. This switches away from the Time Leaderboard and onto the Points Leaderboard. Point rewards have to be implemented by the creator themselves, meaning that this leaderboard may not be useful for every level. It may show negative Points for every player, which is due to a default setting that gives a penalty of 1 Point per millisecond. For example, a time of 2 minutes, which is 120 seconds or 120 000 milliseconds, would show as -120 000 Points. This is an option that can be toggled. With it disabled, it may show 0 Points for all if the creator has not added Point rewards in the level. Regardless of the implementation, any ties are broken by time of submission.

In cases where Points are properly implemented in a level, you could, for example, get a higher score depending on how many special collectables you get in your completion. It is entirely up to the creator, though, and can be used in various ways. The main purpose is to allow for a slightly different challenge than the Time Leaderboard, which is targetted at speedrunning. Read the Editor Guide for more information about implementation of Points.

Leaderboard Guidelines

1. Do not modify Geometry Dash's gameplay experience

This guideline is specifically targeted at any modification that alters gameplay in some way. It can either be through a third-party program or by editing the game's files directly. If a modification affects the gameplay experience, it can make the game easier than it is for normal players, which is prohibited. Gameplay should act the exact same way it does in a fresh install of the game, and any level should look the exact same way it does for a new player.

2. Do not modify level completion numbers

Level completion numbers refer to various counters and statistics per level. Firstly, it is the numbers used for Level Leaderboards. For Classic levels, it is progress in percentage and User Coins from 1 to 3 (if they exist). For Platformer levels, it considers Time (from the start to the end of the attempt) and Points (decided by the creator). Time of completion is used for both, which is set by when you submit your score. Additionally, both attempts and jumps are counted per level, which can be seen by clicking the information button on the level page (shown as an "i" in the bottom left). Modifying these in any way is prohibited. They must display the exact numbers you have accomplished from playing a given level.

3. Do not modify statistics

Many of the game's statistics are seen through the Statistical Leaderboards or through profiles, but there are additional ones found in the main menu by clicking the "Stats" button at the bottom. Modifying these in any way is prohibited. They must display the exact numbers you have accomplished from playing the game.

4. Do not abuse exploits for statistical gain

Exploits are any actions that take advantage of unintentional bugs in the game. At times, these may be discovered in unaltered versions of Geometry Dash. Some may affect gameplay, for example by making the game itself move at a different speed or removing level objects, and can then be used while playing rated levels. Others may be able to give rewards where they are not supposed to be. In any case, if an exploit gives an advantage towards statistical gain, it is prohibited. If you notice some unintentional behavior, leave it be and do not abuse it.

5. Do not share accounts for statistical gain

If several players share a single account, this gives an unfair advantage on Statistical Leaderboards in particular, as they would be able to gain statistics much faster than normal users. It also affects Level Leaderboards since each person would be able to progress on different levels, giving the shared account an advantage in time and effort. With this in mind, only a single person is allowed to gain statistics per account.

6. Do not play on an outdated version for statistical gain

Due to each version of Geometry Dash having certain differences in overall gameplay physics, older versions can give an advantage over players on the newest version. This could, for example, make currently impossible gameplay possible. To even the field and make it as fair as possible, it is necessary that every player is on the same version. With the newest version being the most up to date, and the one with the large majority of the players, this is the one to use. Make sure that you are on the newest version when gaining statistics.

Guideline Enforcement

General

The enforcement of the aforementioned guidelines are entirely at Leaderboard Moderators' discretion. This means that whether a specific case is deserving of any punishment, if any, is up to them. It depends on many factors, such as instances, severity, time span, and more; there is no single answer for what exactly happens if you break a specific guideline. It is judged on a case-by-case basis.

The guidelines themselves, and especially the examples given for each one, are not exhaustive. This means that there are some gray areas, which may lead to edge cases happening. If it goes against the overall spirit of these guidelines—to keep the Leaderboards legitimate—it is prohibited regardless. However, as mentioned, whether it results in a punishment or not depends on the specific case.

In serious cases where specific prohibited actions are not clear under these guidelines, appropriate steps will be taken to warn the user. Later, the guidelines may be updated to reflect this. Changes may also be required if the game is updated or similar. If there is a substantial revision to this document, the team will do their best to announce it in the appropriate channels.

Score Removal

In cases where a player has cheated on a specific level, which could fall under guideline 1 or 2 in particular, the score may be removed. This means that the player's listing on the specific Level Leaderboard would be removed globally. However, it still shows under the Friends Level Leaderboard for the user and their friends. If this is a mistake, it can be readded later.

Bans

In more severe cases of these guidelines being broken, with cheating across many levels, the user in question may be banned. This means that they lose their place on the Global Leaderboard (and Top 100 if whitelisted), which also means that the Global Rank on their profile is removed. Additionally, all their past and future scores on Level Leaderboards are hidden. If this is a mistake, the user can be unbanned later. This includes having leaderboard scores appear again.

Leaderboard Moderators

Moderators are indicated in-game by an "M" badge on their profile. The different ones are shown in the figure below. From left to right, in order of priority, we have Elder Moderator, Moderator, and Leaderboard Moderator. The last one is of interest for anything related to the Leaderboards. However, only the highest priority badge shows on profiles, meaning that an Elder Moderator or Moderator may also be a Leaderboard Moderator. Read below to find out how to contact the team's members.
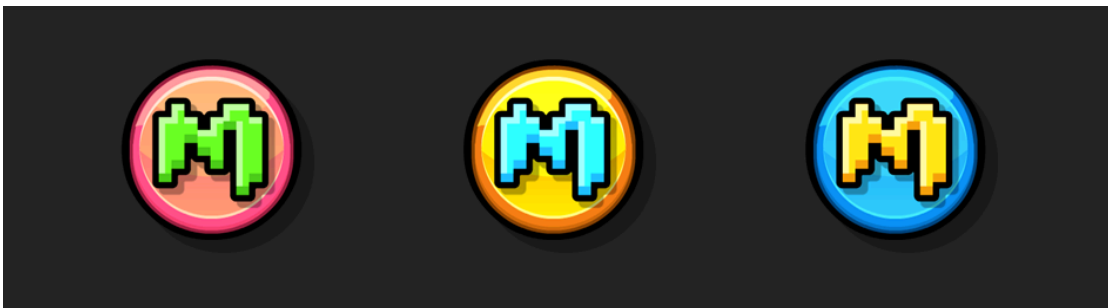

Figure 4: Moderator badges, with the Leaderboard Moderator one on the right.

Leaderboard Moderators focus specifically on the Leaderboards, whether it is Statistical or Level Leaderboards. This includes the enforcement of the aforementioned guidelines. As such, they can remove specific scores from Level Leaderboards, and can also ban players from the Global Leaderboard. They can also reverse these actions if necessary. Additionally, they manage the whitelist for the Top 100 Leaderboard. If this sounds interesting to you, you can apply to become one here:
https://forms.gle/MoRL3tnBumDZrwHy8

For more information about the Leaderboards, join the Geometry Dash Leaderboards Discord server. If you cannot find what you are wondering about in the information channels, you can easily get in touch with a Leaderboard Moderator through this server as well.