

Drafting:

1. This draft is for 4 players with the goal being to finish the game the fastest.
2. Anakin, Kelik, Althares, Gary, and Liuke are free for all to use.
3. Asch is free for all until the start of Chapter 17. After that, he can only be used by the player that has drafted him
4. The game will be played on Anakin Normal Mode, skipping Siegfried Mode. The timer starts when the players start Ch 11. Time ends when the Final Boss's HP reaches zero.
5. The same Ch 11 start file will be used to keep the Siegfried Mode character auto leveling consistent between racers.

Rules:

1. Deployment of an undrafted unit results in a 15-minute penalty, which is applied once the chapter is completed.
 - a. You may reset the chapter and undeploy the units to avoid a penalty.
2. Undrafted units may not be deployed, except under circumstances described below:
 - a. Recruitment
 - i. If a drafted character can be recruited by using the "talk" command, all units able to recruit that character via talking may be deployed on the joining map, but are not able to be used for any other purposes.
3. If an undrafted unit is forced deployed (Ex. Ch 12, 13, 17, 21, Final, etc.), they may recruit characters, rescue undrafted units and NPCs, trade, use items, visit shops / armories, visit villages, enter combat without attacking (meatshielding), and sustain status (and enter combat if berserked).
4. Undrafted units may not attack, counterattack, use staves or items, rescue drafted units, or steal. Performing a prohibited action incurs a 5-minute penalty per unit per map.
 - a. All units except Karina are free for Ch 11.
 - b. Levion is free for Ch 12.
 - c. Shon is free for Ch 17.
 - d. Storm and Haas are free for Ch 23x.
5. Sonia
 - a. All items in Sonia's joining inventory can be used
 - b. The space in Sonia's inventory can be used
6. Use of the enemy control glitch is not allowed
7. Emulator speedup is not allowed.
8. Save states are not allowed except under the following circumstances:
 - a. In Ch 18, you can earn a Save State to use at any point in that chapter after you seize Fort Darnier.
 - b. In Ch 20, you can earn a Save State to use at any point in that chapter after you reach the middle fort.
 - c. In Ch 25, you earn a Save State to use at any point in that chapter at the start of Turn 5.

- d. In Ch 26, you can earn a Save State to use at any point in that chapter for each castle that you seize.

Breaks and mercy rule:

9. **Break time rule:** Each player is entitled to 20 minutes of break time (forced penalty). You may divide the break time up as much as you want. The timer will continue to run during your break, but any unused break time will be added to your final time.
10. **DNF rule.** All racers must agree on a DNF (did not finish) time at the start of the race. Once the DNF time is reached, all players who have not yet beaten the Lanmark map (Ch. 25) are encouraged to honorably submit a DNF as their time. The recommended amount is 8 hours, but racers should communicate with each other to determine an appropriate time.