

1. General

- 1.1. Records are recognized in sections: Elite Areas, Dungeons, Missions, Vanquishes or Other. Please ensure you post in the appropriate section.
- 1.2. State the category, time achieved, party size, and area completed in the title of your thread.
- 1.3. If you want the record to be attributed to a guild, also include the guild tag. A maximum of 2 guild tags may be recognised for any record. A '-' will be used where a guild is not attributed or 3+ guilds are attributed.
- 1.4. Records are based on trust. Do not attempt to fake screenshots or videos, any team attempting to fake a record will have its members banned from any future record.

2. Site Administration

- 2.1. Member roles and responsibilities
 - 2.1.1. Remain respectful at all times to everyone using the site
- 2.2. Approver roles and responsibilities
 - 2.2.1. All member roles and responsibilities
 - 2.2.2. Responsible for approving records that are submitted in good time.
 - 2.2.3. Apply The Rules to all records uniformly.
- 2.3. Moderator roles and responsibilities
 - 2.3.1. All approver responsibilities
 - 2.3.2. Accountable for ensuring records are approved in good time and Approvers are applying The Rules to all records uniformly.
 - 2.3.3. Ensuring the community remains active, by suggesting and implementing positive changes to the site.
 - 2.3.4. Where The Rules do not account for a new/emerging scenario/strategy, moderators are responsible and accountable for providing a solution. If there are likely to be knock-on implications of a ruling, the change process (see below) will be initiated to amend the rules.
 - 2.3.5. Resolving any disputes that occur proactively.
 - 2.3.6. Recruitment and ongoing management of approvers.
 - 2.3.7. Annually, mods will be subject to re-electing by the community. This is to ensure we retain active mods that are contributing positively to the ongoing management of the site/community.
- 2.4. Change process
 - 2.4.1. Changes to this site will undergo community engagement. These are to be proposed/discussed in the 'GWSCR Change Log' Topic via a poll [to be created on approval of this initial ruleset].
 - 2.4.2. This includes, but is not limited to, changes to these rules, record categories, table formatting etc.

- 2.4.3. New threads will be live for a minimum of two weeks before changes are made, to allow for reasonable views, discussion and voting to take place.
- 2.4.4. Polls will often be used to determine overall community response. Whilst the results of a poll will be strongly taken into account, the Moderator team has the final say. If a Moderator decision goes against overall community opinion, the reasons why will be clearly stated.
- 2.4.5. Changes considered 'significant' will be live for a minimum of 1 month and require reasonable advertisement across other community platforms (e.g. Discord) to ensure we achieve a representative view of the community opinion.
- 2.4.6. Where polls are used, votes will only be counted from members of the site registered before the poll was originally posted. This is to avoid counting votes from people that have not actively engaged with the community beforehand and therefore may not appreciate subtleties involved in any decisions. This criteria may be made more strict for 'significant' changes; if so this will be communicated at the same time as launching the poll.

3. Video Requirements

- 3.1. All records require a minimum of one video.
- 3.2. Videos used for timing purposes must include some frames of the instance before the start of the record, and some frames after the completion trigger and any /age requirements.
- 3.3. Videos must be uploaded to either YouTube or Twitch. Other video hosts are not acceptable.
- 3.4. Records must be contained within 1 single video file; separated videos for 1 PoV of 1 record will not be accepted.
- 3.5. Videos must be posted with reasonable quality and FPS to allow for accurate second-based timing.
- 3.6. The video of someone intentionally slowloading cannot be used for timing purposes.
- 3.7. The fastest time will be taken from any/all PoV's uploaded. This is important/relevant for IGT records with small differences in connection time, or FPS differences for second-based records. If there is ANY suspicion this clause is exploited, the record will not be approved. This clause is to ensure we do not discourage teams to upload as many PoVs as possible, and because any other definition creates challenges to mod consistently.

4. Categories

- 4.1. [TAS] category specific rules

- 4.1.1. Records require one video in total.
- 4.1.2. Any/all third-party tools are allowed.
- 4.2. [PURE] category specific rules
 - 4.2.1. records must provide full video coverage of every team member
 - 4.2.2. No third-party tools are allowed (including texture modification). A single exception is an in-game timer showing only instance time.
- 4.3. Records are classified by objective and party size, determined by the number of players, including heroes and henchmen, entering the area at the start of the run.
- 4.4. Achieving an equal or better time with a smaller party size will replace an existing record.
- 4.5. Records with the same time in different categories can coexist. This means that there can be a PURE and a TAS record with the same time at once. A TAS record cannot be slower than a PURE record, but a PURE record can be slower than a TAS record and still be shown on the tables.
- 4.6. Records not posted in the "Other" category must be performed in Hard Mode.

5. Timings

- 5.1. In Game Timer (IGT) Category
 - 5.1.1. Always determined by an in-game timer. The video used for timing purposes must include all necessary timestamps and be clearly visible and readable.
 - 5.1.2. Missions that include a timer
 - 5.1.2.1. This clause refers to the following missions: Minister Chos Estate, Vizunah Square, Nahpui Quarter, Tahnnakai Temple, Arborstone, Boreas Seabed, Sunjiang District, Unwaking Waters, Raisu Palace, Imperial Sanctum, Grand Court of Sebelkeh, Ruins of Morah, Abaddons Gate.
 - 5.1.2.2. Time is determined by the in-game timer given to you at the end of the mission by the game itself. Records for these missions are therefore measured in seconds, not in full minutes.
 - 5.1.3. Records with completion triggers that occur at the end of an instance, or records that span multiple instances
 - 5.1.3.1. The /age command must be performed twice.
 - 5.1.3.2. The first /age must be in the instance before the start of the record, or within the first instance of the record.
 - 5.1.3.3. The second /age must be after the completion trigger.
 - 5.1.3.4. Where the completion trigger occurs at the end of an instance, the /age must be performed in the next instance.
 - 5.1.4. Records with a completion trigger that does not occur at the end of an instance and the full record is completed within a single instance
 - 5.1.4.1. The /age command should be performed after the completion trigger.

- 5.1.5. Runs that are submitted without the necessary /age requirements will not be eligible for the IGT Table. This does not effect eligibility for the RTA table.
- 5.2. Real Time Attack (RTA) Category
 - 5.2.1. All records are timed from the first frame of the initial loading screen until the first frame of the completion trigger (defined in section 6).
 - 5.2.2. The video for a second based record must include some frames of the previous area, the full loading screen when zoning into the first area of the run, the frames in which the objective is completed and everything in between.
 - 5.2.3. Runs will be timed to the nearest second and rounded down.
 - 5.2.4. To avoid discussions about milliseconds, a new submission must beat the existing record by at least 1 full second, otherwise both records will be shown as a tie.
 - 5.2.5. A three second penalty will be applied to videos that do not have any frames of the previous area.
 - 5.2.6. If you feel a record has been timed incorrectly (for example, taking a 3rd party timer at face value), request a mod to re-time the record. Record timings are subject to review at any time.

6. Completion Triggers

- 6.1. Domain of Anguish - Full Run
 - 6.1.1. All four gates blocking the path to the following area must be unlocked by the completion of the appropriate task. All areas must be completed in the same instance.
 - 6.1.2. Specifically this is: accepting the quest reward of "The City of Torc'qua"; Killing all spawns of the Dreadspawn Maw; killing the Earth Tormentors that spawn from The Darknesses; killing The Fury and its group.
 - 6.1.3. The first frame that contains the final "The path to ..." global message is used as the completion trigger for the purposes of timings.
- 6.2. Domain of Anguish - Mallyx
 - 6.2.1. The end chest must be spawned.
 - 6.2.2. The first frame of the "Quest updated" chat message is used as the completion trigger for the purposes of timings.
- 6.3. The Underworld
 - 6.3.1. The 10 standard quests, followed by "The Nightman Cometh" must be completed within the same instance.
 - 6.3.2. Primarily, the first frame of the "Goal completed" chat message is used for timing purposes.
 - 6.3.3. If for any reason this message is not available, an open quest log clearly showing all quests are completed can also be used, or Dhuum turning allied again.

6.4. The Fissure of Woe

6.4.1. The 11 quests must be completed in the same instance.

6.4.2. The first frame of the chat message "Your group has completed 11 out of 11 quests" is used for timing purposes.

6.4.3. If for any reason this is not available, an open quest log clearly showing all quests are completed can also be used.

6.5. The Deep

6.5.1. Kanaxai must be defeated.

6.5.2. The first frame of the chat message "You gain 10,000 Luxon Faction" is used for timing purposes.

6.5.3. If for any reason this is not available, the experience gained from killing Kanaxai will be used.

6.6. Urgoz's Warren

6.6.1. Urgoz must be defeated.

6.6.2. The first frame of the chat message "You gain 10,000 Kurzick Faction" is used for timing purposes.

6.6.3. If for any reason this is not available, the experience gained from killing Urgoz will be used.

6.7. Tomb of the Primeval Kings

6.7.1. The Darknesses bossgroup on the final level must be defeated and the allied Lost Souls must be spawned.

6.7.2. The Darknesses bossgroup on the final level must be defeated. This is defined as the frame in which experience is gained from the final kill.

6.7.3. If for any reason this is not available, the spawning of the first allied Lost Soul can be used.

6.8. Sorrow's Furnace Full Run

6.8.1. The following quests must be completed in one run: "Summit Slaves"; "Kilroy Stonekin"; "Unspeakable, Unknowable"; "Noble Intentions" & "Noble Intentions Plan B"; "The Final Assault".

6.8.2. You can not return to an outpost after entering an explorable area for the first time.

6.8.3. The time of this record includes the required time to accept quests and enter Sorrow's Furnace repeatedly.

6.8.4. The area must be started from scratch, one player must take every reward to act as if "To Sorrow's Furnace" isn't completed and that player has to be the one taking "The Final Assault".

6.8.5. The first frame of the "Quest updated" message is used for timing purposes.

6.8.6. If for any reason this message is not available, an open quest log clearly showing all quests are completed can also be used.

6.9. Sorrow's Furnace Individual Areas

6.9.1. The time begins once you zone into Sorrow's Furnace (i.e. time spent in Grenth's Footprint is not counted).

- 6.9.2. The following quests are tracked for the purposes of individual areas: "Summit Slaves"; "Kilroy Stonekin"; "Unspeakable, Unknowable"; "Noble Intentions" AND "Noble Intentions Plan B"; "The Forge Heart".
- 6.9.3. The quest rewards do not need accepting, but the quest must be completed to the point where "(completed)" is visible in the quest log.
- 6.9.4. The first frame of the last "Quest updated" message is used for timing purposes.
- 6.9.5. If for any reason this message is not available, an open quest log clearly showing quests are completed can also be used.
- 6.10. Missions
 - 6.10.1. All mission objectives must be completed.
 - 6.10.2. For missions that end with a cutscene, the first black frame at the start of the final cutscene (or, the first frame of the cutscene, whichever is first) is used for timing purposes.
 - 6.10.3. For missions that do not end with a cutscene (e.g. Warband of Brothers), the first frame of the chat message "Quest reward accepted" is used for timing purposes.
 - 6.10.4. For a bonus to be accepted, its completion has to be either clearly visible in the video or the confirmation in the mission-ending-cutscene has to be waited for. Mission and Bonus must be completed in the same instance.
- 6.11. Dungeons
 - 6.11.1. Dungeons are considered complete when the final chest spawns.
 - 6.11.2. The first frame of the "You gain x <faction> reputation points" message is used for timing purposes.
- 6.12. Vanquish Records
 - 6.12.1. The first frame of the "You have earned xxx experience and xxx gold" message is used for timing purposes.
 - 6.12.2. Any/all quests that influence enemy count are permitted.
- 6.13. Other Records
 - 6.13.1. Wherever possible, Other Records' completion triggers should be based on those identified above (most commonly chat messages).

7. Rulings on specific actions

- 7.1. If you are likely to utilise an action that could be considered controversial that is not already listed above, we encourage you to speak to a moderator before running for the record. This will ensure there are no surprises when it comes to approvals and we can work together on an individual basis.
- 7.2. If a new, controversial tactic is deployed or considered for deployment within a record, a change process (see 2.4) will be initiated and the result will be added to this section of the rules.
- 7.3. "Coindrop"

- 7.3.1. Definition: the intentional act of creating high quantities of agents (often by dropping scores of coins) that forces enemies to stop casting.
 - 7.3.2. Ruling: This is not permitted in any category.
- 7.4. "Slowload"
 - 7.4.1. Definition: the intentional act of delaying full connection to an instance to achieve a desired outcome.
 - 7.4.2. Ruling: This is permitted in TAS records, but not PURE.
- 7.5. "Disconnect"
 - 7.5.1. Definition: the intentional act of leaving an instance before all objectives are complete to achieve a desired outcome.
 - 7.5.2. Ruling: This is permitted in all record categories.

8. Disclaimers

- 9. The use of third party tools is prohibited by the EULA, and not endorsed by GWSCR. In the TAS category, records will be approved even when 3rd party tools were used.