

Big 20 #17: Game Goal Information

The race will be on
Saturday, September 9th at 1 PM Eastern Time.

The following are the 20 NES games, along with their goals, that will make up the Big 20 #17 Race. The order here and on the Time Tracker is the order for the race. Adjust your ROM order accordingly!

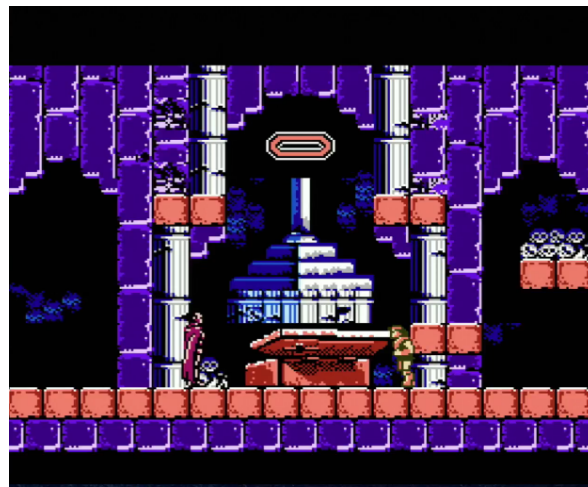
Time Tracker:  **Big 20 #17 Time Tracker**

Twitch: <https://www.twitch.tv/bestofnes>

Discord: <https://discord.gg/rqXbpGScXy> -

- The games must be played in order. Earned passwords can always be used.
- The games must be played live. Local recordings are suggested in case of power/internet issues. If you lose power/internet, continue the race.
- You must wait at least 30 seconds after completing a game before starting the next.
- After the 10th game (Tetris) there is a mandatory **3 minute wait** before starting the 11th game (Metroid); you can enter passwords during this wait period.
- Save states are not allowed during the race. Be sure to disable the use of save states before the race begins. Using one may result in disqualification from the race.
- The race will be timed using <https://racetime.gg/>. Make an account before race day so you are prepared!

Game #1: Castlevania III: Dracula's Curse	
Goal: Team Up%: Alucard	
<u>Time Start</u> Pressing start on the name entry screen	<u>Time Stop</u> When the text box starts to appear after defeating Alucard.



"HELP ME" on Name Entry screen is allowed for 10 extra lives.

Game #2: Ninja Gaiden II: The Dark Sword of Chaos

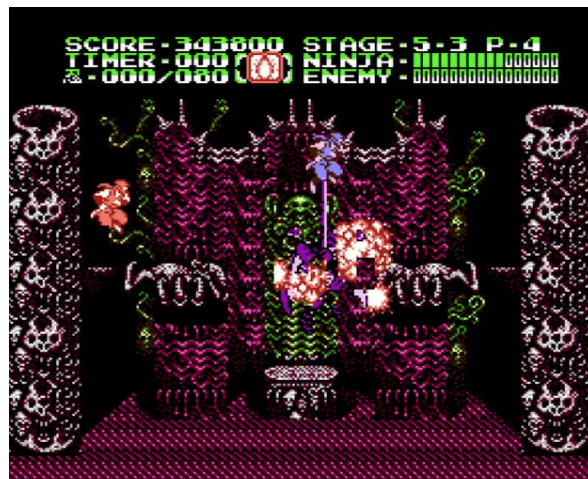
Goal: Complete Act V (Ashtar)

Time Start

Pressing Start on the title screen

Time Stop

On timer hitting 0 after defeating
Ashtar in Act V



--

Game #3: Mike Tyson's PUNCH-OUT!!	
Goal: Another World Circuit: Defeat Bald Bull	
<u>Time Start</u> Pressing start on King Hippo screen	<u>Time Stop</u> On screen transition after defeating Bald Bull
	
Password: 135 792 4680 Press Select+A+B simultaneously for the password to be accepted Losing a fight causes you to start Another World Circuit over.	

Game #4: Dr. Mario
Goal: Beat level 17

<u>Time Start</u> Pressing start after selecting level 17 (any speed)	<u>Time Stop</u> On “Stage Clear” popping up after the last virus is destroyed
	
Seed routing and starting pill manipulation are allowed. Resets are allowed.	

Game #5: Kirby's Adventure	
Goal: Beat World 2 (Any% No Major Glitches)	
<u>Time Start</u> Pressing Start on a new file	<u>Time Stop</u> On fade to black after completing world 2's boss fight (you will watch the dance!)

 KIRBY'S ADVENTURE™ ★ KIRBY 1... START KIRBY 2... START KIRBY 3... START Delete Saved Game	 KIRBY : 000000 SCORE : 0140880 LEA CAR ×04
Stone glitch, collision pause glitch, and permanent copy ability glitch (“UFO glitch”) aren’t allowed. Other forms of going out of bounds (such as 2-3 clip) are allowed.	

Game #6: Super C	
Goal: Beat Area 5	
<u>Time Start</u> Pressing Start on a new file	<u>Time Stop</u> On “Area 6” appearing after screen transition after defeating the flying skull boss



The extra lives code is allowed during the run.
Extra lives code: Right, Left, Down, Up, A, B, Start

Game #7: Chip 'n Dale: Rescue Rangers

Goal: Rocketship% (Clear Zone G)

Time Start

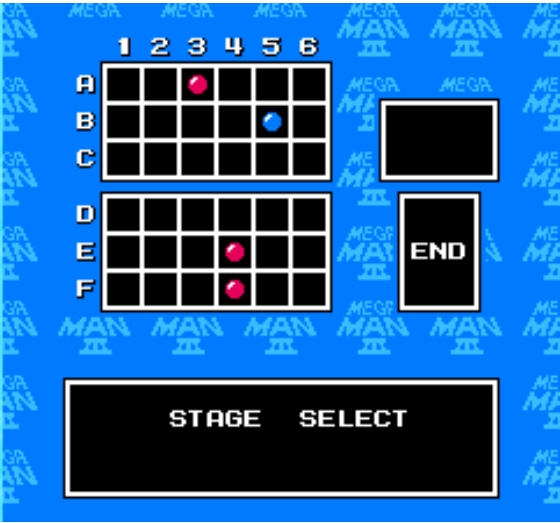
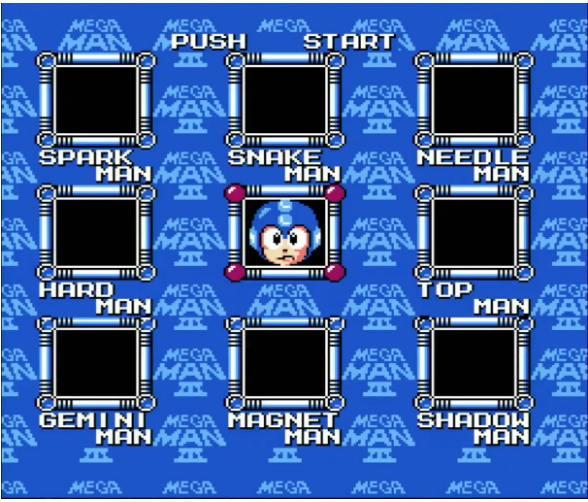
Pressing Start on Title Screen (char select)

Time Stop

On screen transition to the bonus game after Zone G



It is recommended you let the cut scene start to activate the RNG lock.	

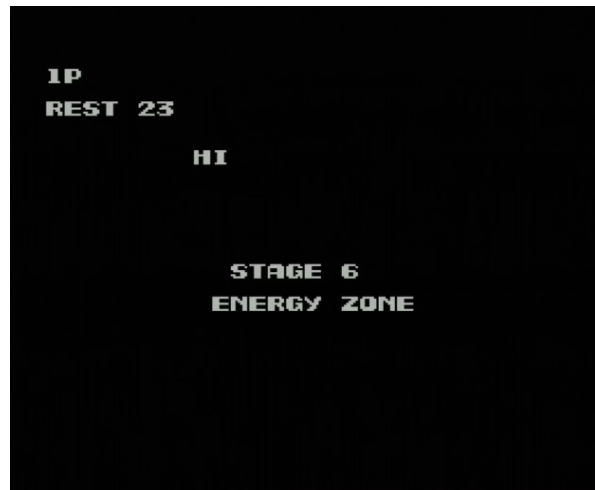
Game #8: Mega Man 3	
Goal: Buster Only, Beat 4 Robos (Snake, Needle, Magnet, Shadow)	
<u>Time Start</u> Pressing END after password entry	<u>Time Stop</u> On the 8 robot master screen showing all 8 are defeated
	
Bosses can be beaten in any order. This is “buster only”. Using weapons or Rush items are not allowed. There are no situations where using a Rush item is required in the available stages. No controller 2. Failure to use buster only will result in a penalty to your final time. Switching to a weapon and switching back without damaging an enemy or some other benefit will not give a penalty. The password you need is shown above and provides 2 E tanks.	

Game #9: Contra

Goal: Low%, Beat Stage 5: Snowfield

Time Start
On Console Reset

Time Stop
On screen transition after defeating
Snowfield. The screen will say
“Stage 6 Energy Zone”



Konami Code for extra lives is allowed. Turbo is not allowed.

Low% means no weapons or pickups of any kind. If you accidentally pick up a weapon or invincibility or “screen clear bomb”, immediately take a death before proceeding.

Konami Code: Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start

Game #10: Tetris

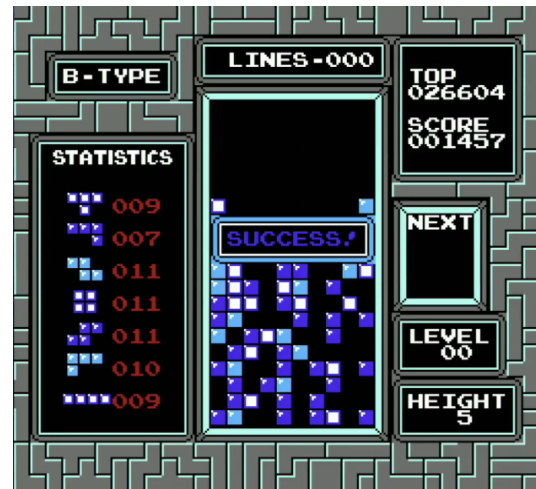
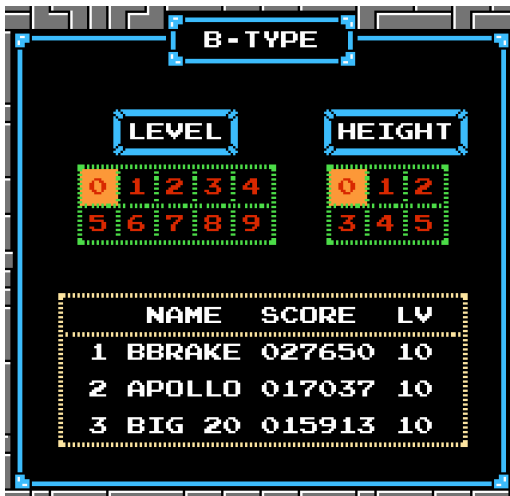
Goal: Beat B-type 0 through 5

Time Start

Pressing start on B-type Height
Zero

Time Stop

On "SUCCESS!" after completing
Height 5



You may use any speed. Heights must be cleared 0-5 in order.
You may not reset to skip a cutscene, but can reset if you accidentally
pick the wrong height/level.

Extended THREE Minute Break!

Use this time to use the restroom, get water,
enter passwords, and check your notes!

Game #11: Metroid (RH)

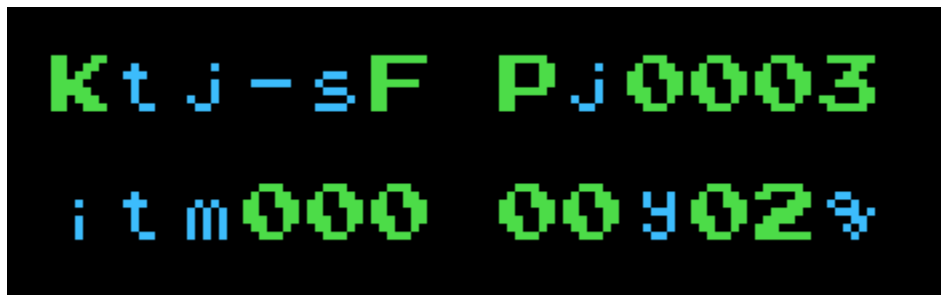
Goal: Beat The Game

Time Start

Pressing start on the password screen with password entered

Time Stop

On Screen Transition after completing the “Escape” after Mother Brain



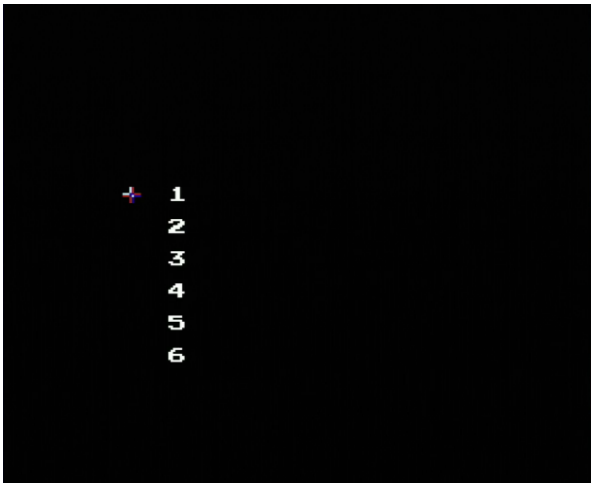
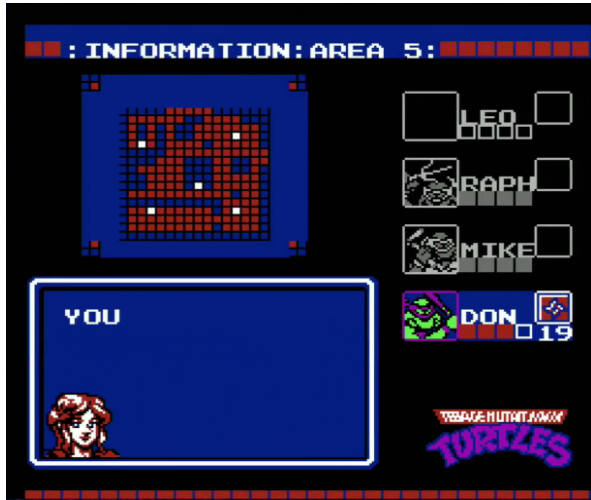
Password: Ktj-sF Pj0003 itm000 00y02g

This password does not use the letter “O”, only numeral 0.

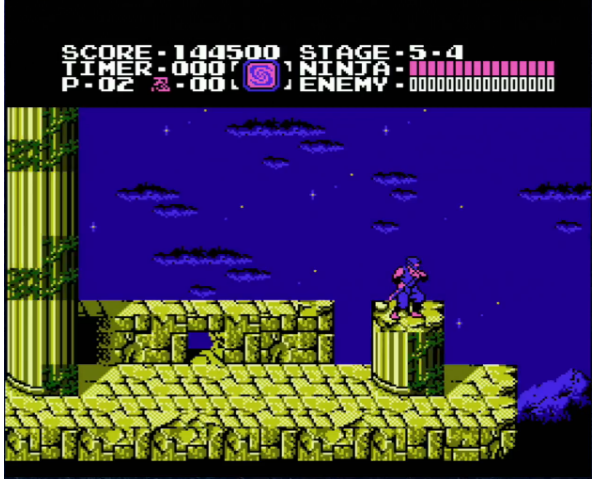
Romhack notes: This romhack + password starts you in Tourian with 6 E-tanks (3 full) and several missiles and several upgrades.

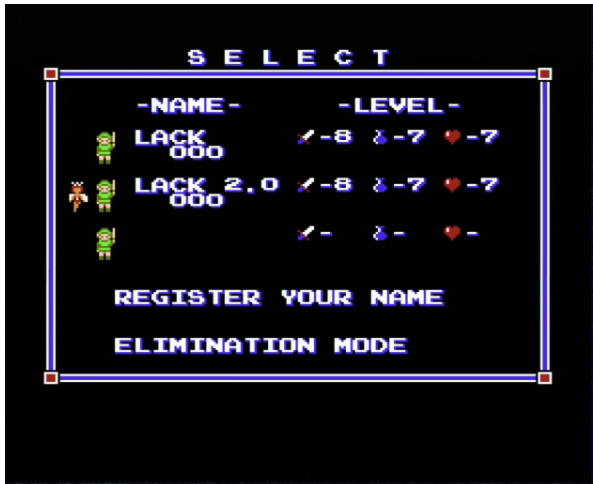
Game #12: Teenage Mutant Ninja Turtles (RH)

Goal: Beat the Technodrome (boss)

<u>Time Start</u> Pressing A on the Level Select screen (Stage 4)	<u>Time Stop</u> On screen transition after defeating the Technodrome boss
	
Romhack notes: Hold A when pressing Start on the title screen to load Level Select. The Technodrome is always in the closest manhole (top right) unless you game over, in which case it is in the farthest manhole (bottom left).	

Game #13: Ninja Gaiden	
Goal: Beat Act V (Malth)	
<u>Time Start</u> Pressing start on the title screen	<u>Time Stop</u> When the timer hits 000 after defeating Malth in Act V

 NINJA 外伝™ GAIDEN PUSH START TM AND © 1989 TECMO, LTD. LICENSED BY NINTENDO OF AMERICA INC.	 SCORE-144500 STAGE-5-4 TIMER-000 NINJA- P-02 ENEMY-
---	---

Game #14: Zelda II: The Adventure of Link (RH)	
Goal: Beat The Game	
<u>Time Start</u> Pressing start on a named file	<u>Time Stop</u> On losing control after defeating Shadow Link (hold right after final hit, and Link will stop moving)
	

No out of bounds tricks with glitch town or fairyng are allowed (i.e. HUD Fairy warp, Fairy Feet & Healer Glitch). No fairyng through doors without a key. No walking on the ceiling over a door without a key.

Up+A is allowed in this category. (Using up+a on controller 2 with the spell menu open once you've entered the Great Palace will give you back all your health and lives and start you at the palace)

Romhack notes: This romhack starts you with 8/7/7 levels and all crystals placed and items/spells. You'll need to make your way to the Great Palace and defeat Dark Link. You have full heart containers – grabbing another heart container will move you down to one heart container, so do not do that.

Game #15: Super Mario Bros. 2

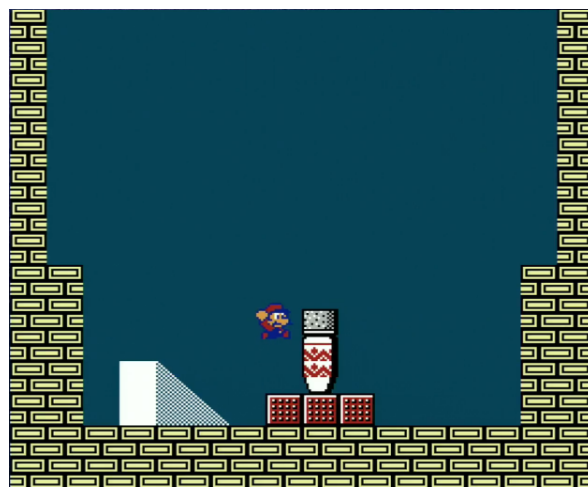
Goal: Any% (Mario Only)

Time Start

Selecting Mario on character select

Time Stop

Entering the door after defeating Wart



Warps allowed. Mario is the only permitted character. If another character is used by mistake, you must game over and continue without beating a stage or reset and start from the beginning.

Game #16: Castlevania

Goal: Any% (Beat Dracula)

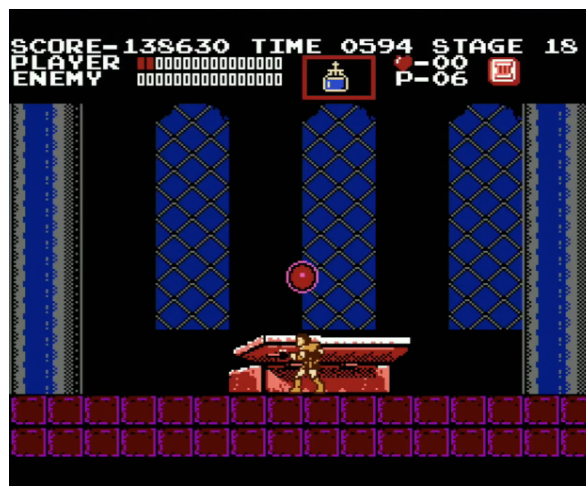
Time Start

On pressing start on the title screen



Time Stop

On grabbing the orb after defeating Dracula



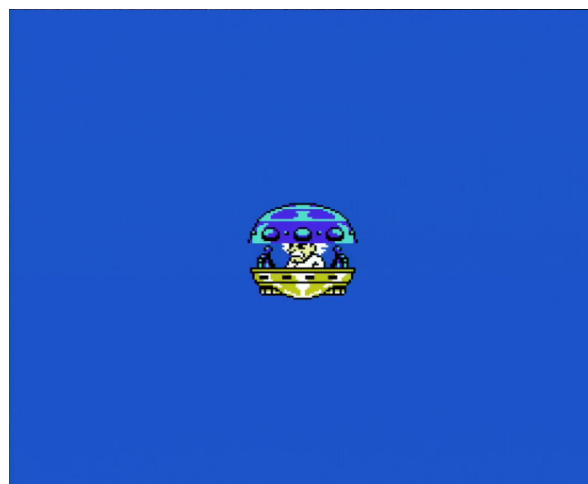
Note: Letting the cut scene play messes up the drop table. If the cut scene starts, reset then press start!

Game #17: DuckTales (RH)

Goal: Get \$8 million Total Money

<u>Time Start</u> Pressing start on the title screen (any difficulty)	<u>Time Stop</u> When your “Total Money” shows \$8 million or more in a stage
 The image shows the title screen of the video game DuckTales. It features a blue background with the DuckTales logo in red and yellow. Below the logo, it says 'GAME START' and lists three difficulty levels: 'EASY', 'NORMAL', and 'DIFFICULT'. At the bottom, it credits '© THE WALT DISNEY COMPANY', 'PRODUCED BY CAPCOM LTD.', 'CAPCOM U. S. A. INC', and 'LICENSED BY NINTENDO OF AMERICA, INC'.	 The image is a screenshot from the game DuckTales showing a stage. At the top, there is a status bar with '\$ 0', 'HP' with three red hearts, 'TOTAL 8016000', 'P. 2', and 'TIME 500'. The stage itself has green walls, a brick floor, and a small pond with a lily pad. A character is visible on the right side of the screen.
Romhack notes: The “Select uses money to heal” has been removed entirely.	

Game #18: Rock Man 2	
Goal: Beat 8 Robot Masters (Any%)	
<u>Time Start</u> On pressing start on the title screen	<u>Time Stop</u> When Dr. Wily’s ship first opens during the cutscene after defeating the 8th robot master



Any% rules apply, so zips are allowed.

Game #19: Super Mario Bros. 3 SE (RH)

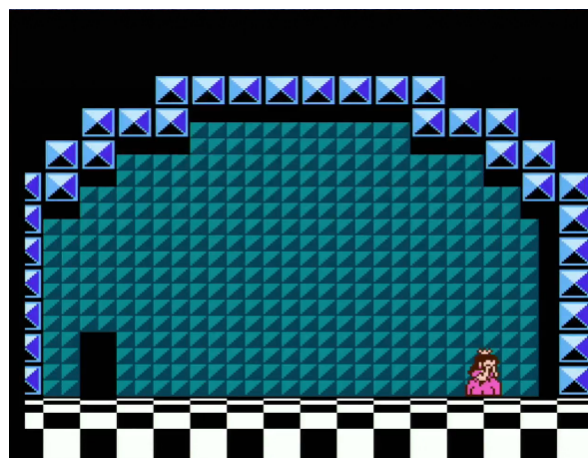
Goal: Any% No Wrong Warp

Time Start

Pressing Start on the title screen

Time Stop

Entering the door after defeating Bowser



Romhack notes: This is the Speedrunner's Edition with no auto-scrollers. "Hands" do not come automatically in world 8 but can be triggered by pressing "A".

Game #20: The Legend of Zelda (RH)

Goal: Defeat Ganon (Beat Dungeon 6, 8, and 9)

Time Start

Pressing start on a named file

Time Stop

On "**CURTAIN CLOSE**" after rescuing Zelda (once the two sides of the screen meet in the middle)
Ganon must be defeated.



Up+A is allowed.

Romhack notes: You start with the white sword, several items, 255 rupees (enough for bombs or a blue ring), and enough hearts to get the magical sword. You have all triforce pieces except for Dungeon 6 and Dungeon 8, which are required before you can enter level 9.

The Lost Woods path is Up, Left, Down, Left if you do not want to screen scroll to the Magical Sword.

What does “RH” mean?

“RH” in the game title implies it is a romhack. There will be a description on what has changed in each game within that section. If you notice any irregularities during practice with RH games, please let BoNES staff know in the discord.

What is a screen transition?

“Ends on screen transition” often refers to the screen fading to black or switching to a different screen. The time stop on these will generally be when the screen transition finishes to black, unless otherwise noted. References to the next screen are just for clarification purposes.